ZERO



GAMES ST | AMIGA | PC | CONSOLES

AUGUST ISSUE

£2.75 WITH DISK



WHAAAM!!!

CHUCK YEAGER'S AIR COMBAT

ZERO GETS RESULTS!

Man United 2 ● Police Quest 3
Elvira 2 ● Leisure Suit Larry 5
Monkey Island 2 ● Indy 4

CES SHOW

All the news!

COMPOS

Win: A flight in a helicopter! A Baseball kit! Gyles Brandreth!*

AARRGGH!!!

It's Gyles Brandreth! Quick, ask your newsagent for another disk so you can cover him up!

BRITAIN'S BEST SELLING 16-BIT MULTI FORMAT MAG!

EUROPEAN MAGAZINE OF THE YEAR!

08
9 770957 930033

*Sorry, currently out of stock.

IT'S GOT TO BE GO

THE VERY BEST SOFTWARE ENTERTAINMENT, SOURC
BY BRITAIN'S MOST EXCITING AND INNOV

CRUISE FOR A CORPSE™



Screen shot from CBM Amiga.



Based in the 1920's, Inspector Raoul Dussentier is aboard a ship in the Mediterranean. But no sooner has the cruise begun when Raoul is summoned to investigate a crime – the murder of his host Niklos Karaboudjan, the Greek shipping magnate. It's up to Raoul to throw some light on this sinister mystery!

- *Wide range of actions, including the option to question other characters in true Agatha Christie style.*
- *PC version features 256 colours, Ad Lib & Roland sonic support.*
- *Amiga version features 32 colours.*

ATARI ST, AMIGA & PC (CGA, EGA, VGA, TANDY AD-LIB & ROLAND).

© 1991 DELPHINE SOFTWARE. All rights reserved. Cinématique is a trademark of Delphine Software.

THE SECRET OF MONKEY ISLAND™



Screen shot from IBM PC.



A comedy set during the "golden age" of piracy in the Caribbean. The game's twisty plot leads our hero, fresh from the old world, on an hilarious, complex, swash-buckling search for the fabled Secret of Monkey Island.

- *Features dazzling 3D graphics, an original reggae sound track and a point 'n' click no-typing interface.*
- *A wide variety of original entertaining puzzles, unravel hidden meanings in hilarious repartee.*
- *Proportionally scaled animated characters and cinematic pans and camera angles.*

ATARI ST, AMIGA & PC (EGA, CGA, VGA, MCGA, AD-LIB, ROLAND and MT32 SOUND).

© 1990 Lucas Arts Entertainment Company. All rights reserved.

Cinématique™ DELPHINE SOFTWARE U.S. GOLD® LUCASFILM™ GAMES

NEED HELP? CALL THE GOLD PHONE HINTS & TIPS LINE

HILLSFAR • DRAGONS OF FLAME • HEROES OF THE LANCE TEL: 0898 442025 CURSE OF THE AZURE BONDS • POOL OF RADIANCE • CHAMPIONS OF KRYNN TEL: 0898 442026

LUCASFILM HELPLINE • COMPETITION • INDIANA JONES • ZAK MCKRACKEN • MANIAC MANSION • LOOM • SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN TEL: 0839 654123

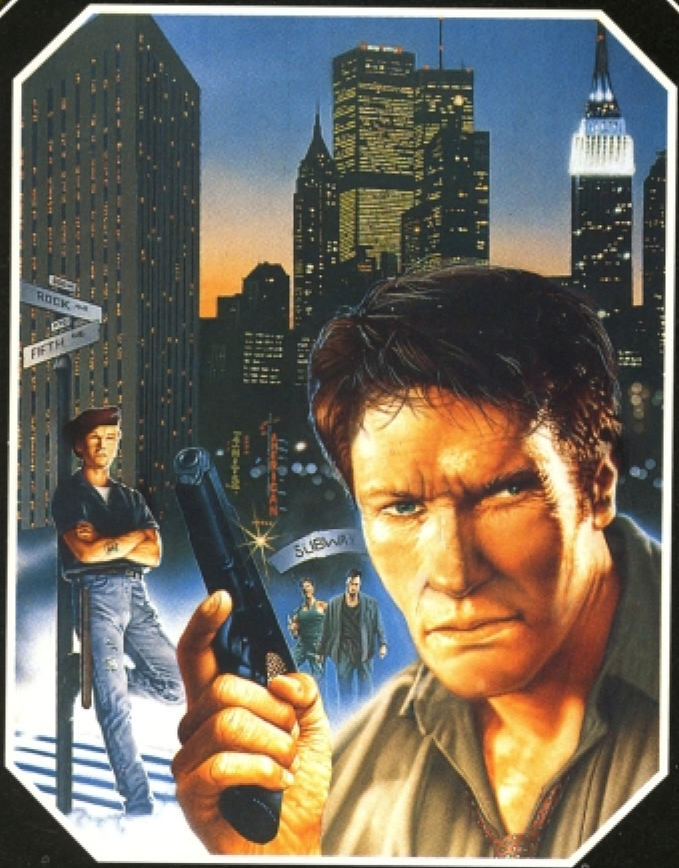
Service provided by KEENHELME PLC., CANTERBURY HOUSE, NEWHALL STREET, BIRMINGHAM B3 1LH

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.

GOOD TO BE GOLD!

SOU RCED FROM AROUND THE WORLD, OR CREATED INN OVATIVE DEVELOPMENT TALENT.

CRIMEWAVE™



Screen shot from IBM PC.



A POWERFUL DETECTIVE DRAMA!

A powerful crime syndicate has taken over large areas of our major cities, turning them into a vast criminal wasteland. Arson, extortion, drug distribution and now ... terrorist abduction!

Your purpose: Wipe out the criminal organisation and rescue the President's daughter.

- *More than a "shoot em-up" game. Crimewave contains secret rooms, switches, keycards, different weapons, varying levels of difficulty along with a variety of other strategy elements that provide endless hours of challenge and excitement.*
- *A multitude of brilliant 256 colour scrolling game screens.*
- *Incredible digitalised "Motion Graphics" (featuring real actors and models).*

ATARI ST, AMIGA & PC (EGA, MCGA, VGA, TGA and REAL SOUND™).

© by ACCESS SOFTWARE, INC. 1990. All rights reserved.

ACCESS™ Software Incorporated

A.D.S.™ ADVANCED DESTROYER SIMULATOR

From the creators of Sherman M4



Screen shot from CBM Amiga.



It's World War II – the naval forces of the world are waging war in fierce and unrelenting sea battles ... You must command the destroyer and succeed in beating naval and air forces in 15 challenging missions.

A.D.S. is a stunning sea battle simulator using 3D technology.

- *40 page manual includes detailed maps of the combat zones together with historical and technical information.*
- *Adjustable difficulty level will suit all levels of player.*

ATARI ST, AMIGA & PC (EGA, CGA).

© 1991 Futura. All rights reserved.

U.S. GOLD®

FUTURA DISCOVER FUTURA TODAY!

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

BUCK ROGERS • SECRET OF THE SILVER BLADES • EYE OF THE BEHOLDER (When Released) TEL: 0898 442030 OPERATION STEALTH • FUTURE WARS • CRUISE FOR A CORPSE TEL: 0839 654284
NEW RELEASES • COMPETITION TEL: 0839 654124 COMPETITION - £200.00 WORTH* OF US GOLD GAMES TO BE WON EACH MONTH. * *At Retail Prices*
If you are under 18 please get permission to use the telephone. Calls cost 34p per minute cheap rate, 45p per minute all other times.

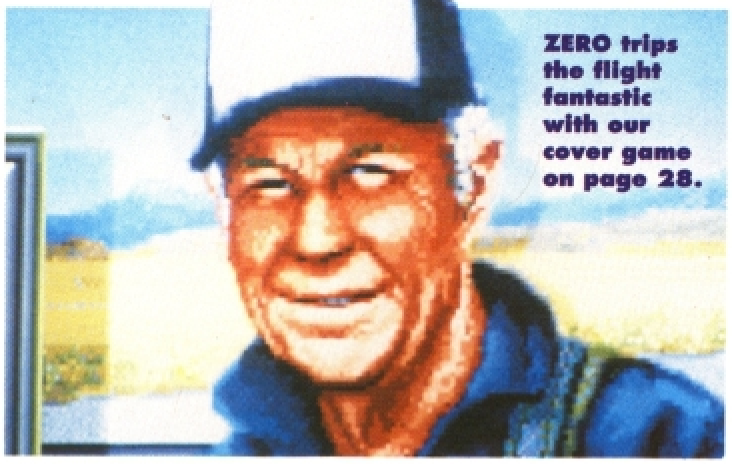
NEED HELP? CALL THE GOLD PHONE HINTS & TIPS LINE


CAPCOM®
USA
LAND IN ENEMY TERRITORY ... BREAK THROUGH TANK LINE ...
... NEUTRALISE SPECIAL TANK UNIT (SCORPION) ...
... SMASH ENEMY SUPPLY LINE ...
... PENETRATE MOUNTAIN PASS ...
... DESTROY ENEMY H.Q. ...
... RESCUE PRESIDENT! ...
... GO GET 'EM ...
MERCS™
Available on: C64 & AMSTRAD cassette & disk, SPECTRUM cassette, ATARI ST & AMIGA.
U.S. GOLD®
Mercs™ is © 1991 Capcom USA, Inc. All rights reserved. Capcom® is a registered trademark of Capcom USA, Inc. Manufactured and distributed under license by U.S. Gold Ltd. Copyright subsists on this program. Unauthorised copying, lending or resale by any means strictly prohibited.
U.S Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.
HILLSFAR • DRAGONS OF FLAME • HEROES OF THE LANCE TEL: 0898 442025
CURSE OF THE AZURE BONDS • POOL OF RADIANCE CHAMPIONS OF KRYNN TEL: 0898 442026
BUCK ROGERS • SECRET OF THE SILVER BLADES • EYE OF THE BEHOLDER (When Released) TEL: 0898 442030
OPERATION STEALTH • FUTURE WARS • CRUISE FOR A CORPSE TEL: 0839 654284
NEED HELP? CALL THE
GOLD PHONE
HINTS & TIPS LINE
LUCASFILM HELPLINE • COMPETITION • INDIANA JONES • ZAK MCKRACKEN • MANIAC MANSION • LOOM • SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN TEL: 0839 654123
NEW RELEASES • COMPETITION TEL: 0839 654124
COMPETITION - £200.00 WORTH* OF US GOLD GAMES TO BE WON EACH MONTH.
* At Retail Prices
Service provided by U.S. GOLD LTD., UNITS 2/3, HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX
If you are under 18 please get permission to use the telephone. Calls cost 34p per minute cheap rate, 45p per minute all other times.

ZERO 22



Catch up with Sonic! Page 64.



ZERO trips the flight fantastic with our cover game on page 28.

ZERO

14 Rathbone Place, London W1P 1DE.
071-631 1433

PUBLISHER Teresa Maughan

EDITOR David Wilson

ADVERTISING Simon Whitcombe
071-631 1433

SUBSCRIPTIONS June Smith
071-580 8908
(Between 2-5pm only)

Published by Dennis Publishing Ltd.

ABC **53,632**

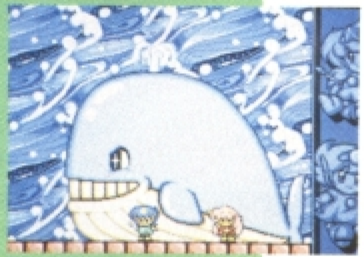
Dennis

COVER ILLUSTRATION: Clive Goodyer (after Roy Lichtenstein). Spine Fact: Anthony Holmes

GAMES LIST

It's soft, strong and very, very long!

REVIEWS



Get cutesy. Page 21.



Have a heart! Look at Page 36.

PREVIEWS

YOUR OWN

ARC



The amazing Atari Lynx is *the* complete portable colour entertainment system. The stunningly powerful 16-bit graphics engine produces outstanding colour, crisp graphics with immense animation, superb sound and an unparalleled depth of gameplay.

The complete entertainment system would not be complete without great software and peripherals, the Lynx has both. There are 17 titles available already with many more under development and utilities include Kitbags, Adaptors to run the Lynx off the car battery and cables to connect up to 8 Lynxes for unsurpassed multi player action.

CADE!





FROM £79.99

Please send me more details about the Lynx, its peripherals and other Atari products.

NAME ____________________

ADDRESS ____________________

____

____

POSTCODE ____________________

Atari Corp UK Ltd, Atari House, Railway Terrace, Slough SL2 5BZ

LYNX

able

e

ynx

y

s to

ction.

TWO INTO

It's true – two into one *does* go! Bung your freebie disk into your ST or Amiga and you'll discover *two* playable demos. *Escape From Zol* is a brand new ZERO-exclusive mission from Target's *Lords Of Chaos.* It's coupled with a complete level from *Frenetic,* Core Design's new outer space shoot 'em up. ZERO – the best cover disks in the world! (Probably.)

ESCAPE FROM ZOL

A 'LORDS OF CHAOS' GAME

Escape From Zol is about escaping from... er... Zol, funnily enough. "But what or who is Zol and why should I want to escape from him/her/it?" Well, read on and find out...

Zol, or The Mighty Zol to give him his kennel name, is evil, power-hungry and generally unlikeable. He is also a very powerful sorceror. He's clearly a lot more powerful than you (Merlin) 'cos he's managed to lock you up and throw away the key. Just to prove his mightiness, he's also imprisoned many other unfortunate creatures. There's no honour amongst prisoners, though – none of your *Great Escape*-style camaraderie with Steve McQueen going over the wire to map out the land. Oh no – rather than offer you a cup of tea, your enemies are more likely to rip your arms off and use them to stir the pot.



As well as avoiding being used as a natural tea-stirrer, you must try to defeat Zol and then escape through the portal carrying as much treasure as your stumpy little arms can carry. So what's the catch? Well, the portal might turn up anytime, anyplace and if you don't get through it before it closes, you're stuck.

Right, that's the bad news. The good news is that you've got plenty of stuff to help you in your escape. Not the usual sort of escaping gear like knotted sheets and files, but an impressive range of spells. Less romantic, but a lot more useful.

PLAYING THE GAME

Escape From Zol is mouse controlled. Clicking on the mouse will scroll you through the instructions. Having read them, click on the "button" to start the game. Your first task is to summon some creatures to do your dirty work.

Highlight Merlin with the cursor and click the left mouse button. Then click the right mouse button. This will call up the icons. As you pass the cursor over each icon its title will be displayed. Click the left mouse button on the 'cast at ground' icon. This will summon up the spell icons. Icons surrounded by a square are the spells you know. Click the left mouse button on the 'summon spells' icon. All the creature spell icons will be displayed. Click the left mouse button on the creature which takes your fancy and it will be summoned.

You can only summon up a certain amount of creatures before you run out of 'action points'. All action costs points and each creature has a limited number of action points per go. Highlight Merlin, click the right mouse button twice and click on the 'Stop' sign to end your turn.

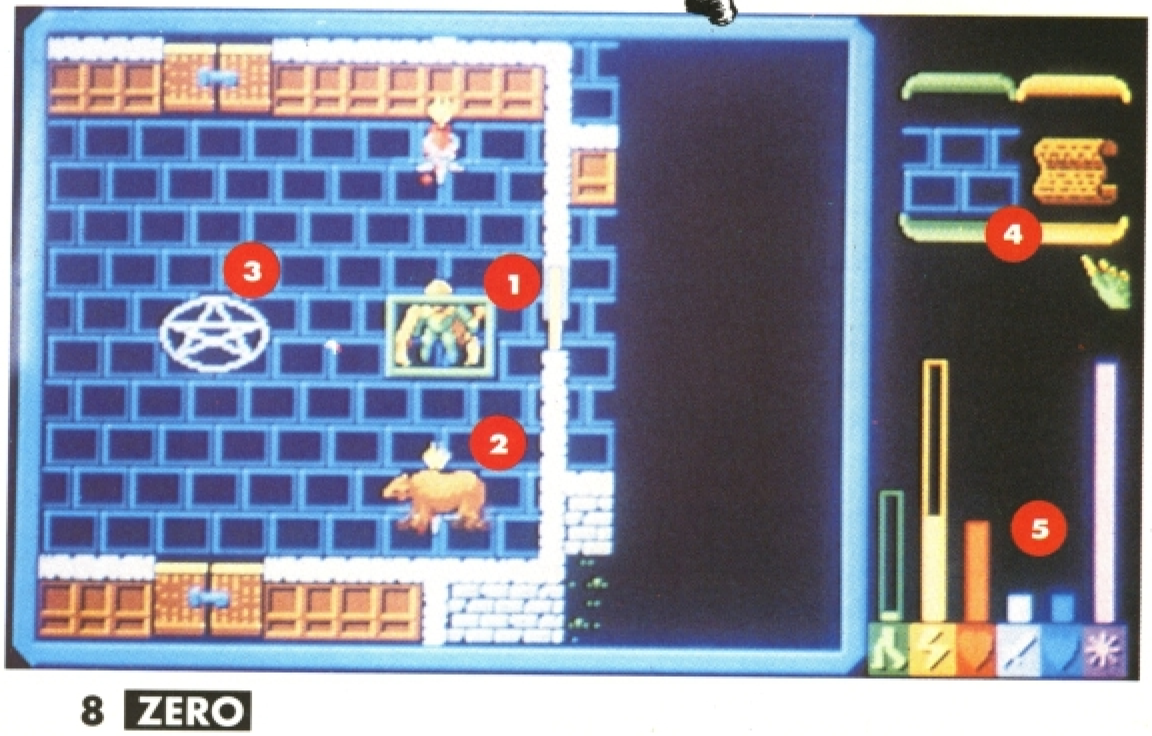
MOVEMENT AND COMBAT

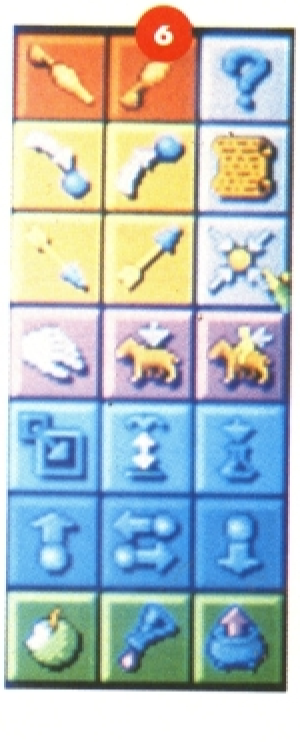
Here's how it's done...

Select Creature: Click on it with left mouse button.

Move Creature: Click on destination with left mouse button.

Deselect Creature: Double click with right mouse button.





SCREN

Here, in brief, is your guide to where it is, what it is and what you should do with it in the chaotic world of Escape From Zol. (Not to mention why?! Ed.)

ONE...



Attack Creature: Select your own creature and then select target with left mouse button. In combat, the amount of damage depends on the attacking creature's combat strength (white bar) and the defending creature's defence strength (blue bar). If a creature is hurt its constitution (red bar) is reduced.

OPENING THINGS

"You need hands to hold a little baby/ You need hands to brush away a tear... " You also need hands to open doors and chests. Having chosen a creature with these useful appendages, position him next to a door or chest. Then position the cursor over the door (or chest) and press the right mouse button to display the action icons. Click the left button on the 'use' icon. If the chest or door is locked (and, let's face it, it probably will be) then the creature must have the correct key in its 'in use' panel.

SCROLLS

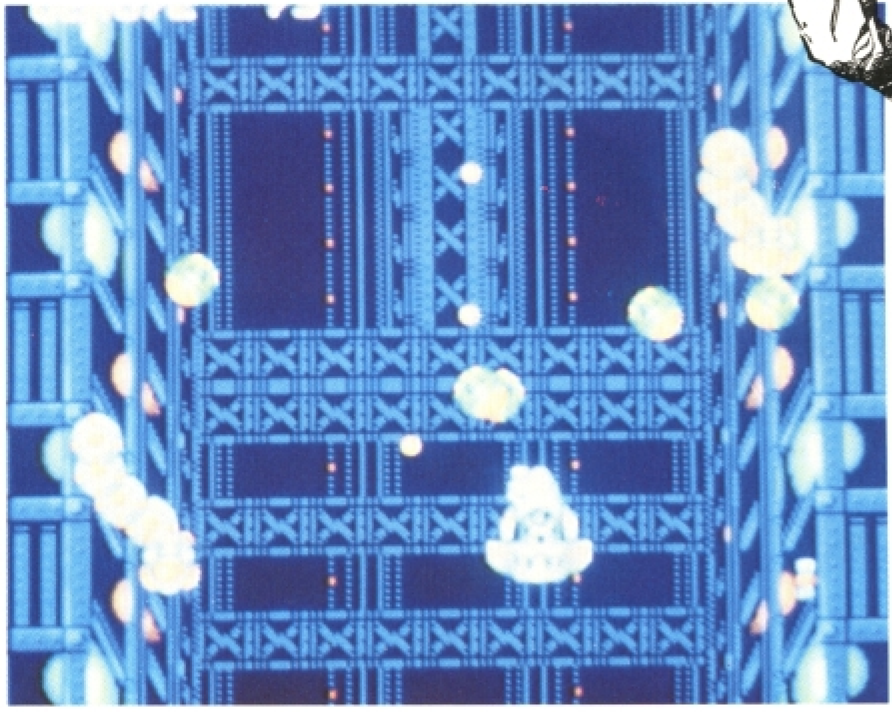
Scrolls are full of learning and wisdom and are not to be confused with trolls, who are full of hamburgers and strange ideas about body building. Picking up these scrolls and reading them (using the 'read' icon) is a good way to learn what's going on. As opposed to picking up trolls, which is a good way to get a lousy date.

IN THE END

When you've selected the 'end of turn' icon, Zol will make his moves. You will only see enemy creatures moving if you have a line of sight on them. Failing that, the first you'll know about their appearance is when you feel your arm being immersed in a pot of luke-warm tea. Then you realise that it's not attached to your body...

REN SCENE...

1. This is you, Merlin, the man with the pointy hat and an interesting range of party tricks.
2. This is one of your party tricks, the mysterious appearing bear.
3. Not sure what this is or does, but they always seem to crop up in *Dr Who* and horror films.
4. The objects that you've actually got in your hot and sweaty little hands.
5. Graphs indicating your strength, magical prowess and batting average.
6. Loads of control icons. Try shaking a stick at them.



Sigh. If I had a friend I could have played the two-player version...

FRENETIC

Frenetic is certainly the best way to describe this frantic... sorry, frenetic... joystick-controlled shoot 'em up from Core. Basic is the way to describe the type of scenario and instructions necessary for you to play it. So let's keep it short and sweet...

You take the helm of a spaceship, with the express purpose of shooting as many aliens as possible, while simultaneously (and at the same time) trying to avoid making any form of contact with their lasers or missiles.

The two player option is highly recommended. Invite a friend round (the more psychotic the better), bung two joysticks into your set-up and blast away at the alien hordes together. Great fun!

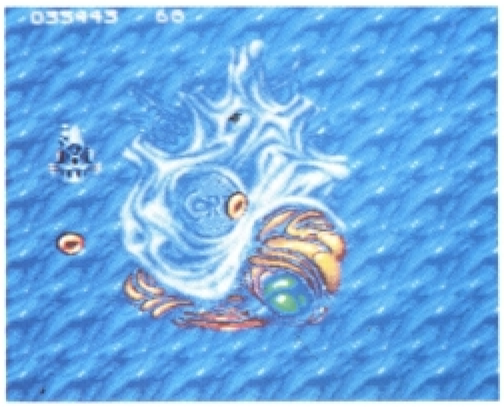
Various bonuses may be picked up by the simple method of flying into them. If they are not bonuses but are enemy ships, you will explode, er... and... well, that would be the end of you, really. Now without further ado, here are the crafty controls...

JOYSTICK CONTROLS

Left: Move left.
Right: Move right.
Fire: Fire. (Complex, huh?)
To select two player option press fire on second joystick when loading game.

KEYBOARD CONTROLS

Esc: Quit.
G: Go faster.
S: Slow down.
P: Pause.

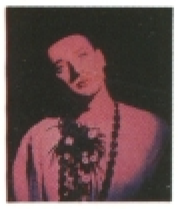


So pretty and no-one to share it with.

DISKREDITED



So your disk doesn't load. Well, try not to be too upset. Look, life is full of disappointments and if the worst thing that happens to you in 1991 is that your free ZERO disk doesn't work, you can count yourself a lucky person – this trauma is easily resolved. There are three steps to heaven.
STEP 1: Put the disk, a note explaining the problem and an sae into a bigger envelope.
STEP 2: Send the whole wack off to: ZERO Disk Returns, PC Wise, Unit 3, Merthyr Industrial Park, Pentrebach, Merthyr Tydfil, Mid Glamorgan, CF48 4DR.
Step 3: Wait. Why not pass the time by learning a language or discovering an eastern religion.





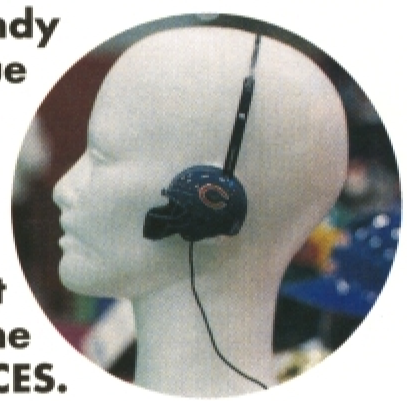
CES SHOW SPECIAL REPORT







As the Roman philosopher Sinatrus once said, "Chicago, Chicago, it's my kind of town". Funnily enough the 'consumer electronics industry' agrees with this sentiment and chooses the Windy City as the venue for its Summer Trade show. *David Wilson* brings you this stateside report from the Summer CES.



HARDWARE NEWS

AD LIB



Sound board specialist Ad Lib was showing its new Ad Lib Gold Stereo Sound Adaptor, with "more features, more voices, more flexibility, and dramatically better sound quality than any other product in its price range". Ad Lib is anticipating strong software support from major developers and will be releasing the 'Gold Card' in the autumn in three different versions tailored for different applications.

BEESHU

Joystick manufacturer Beeshu introduced a new line of 'Power Ports' offering AC/DC and car adapters for Gameboy, Game Gear, Turbo Express and Lynx.

BONDWELL

Joystick manufacturer Bondwell hopped straight onto the newly launched Super NES (Famicom) bandwagon with its SuperCom 2 controller.

COMMODORE

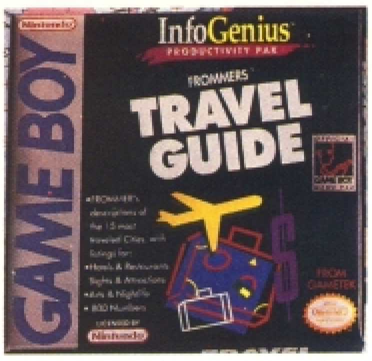
Commodore had its new(ish) CDTV on display for the US market. Incidentally, fact fans, did you know that CDTV stands for Commodore Dynamic Total Vision. Wow!

GREER & ASSOC

These guys had a rival to the Gamelight (Game Boy illuminating device) called the Illuminator. They also had a Gameboy cartridge carrier and system holster.

GAMETEK

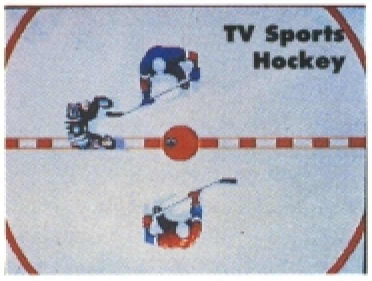
Gametek is another Nintendo licensee, but its InfoGenius division make serious 'productivity paks' for the Game Boy. There are translation packages for French and Spanish, a spell checker and calculator, a travel guide (descriptions of the 15 most-travelled-to cities listing hotels, restaurants,

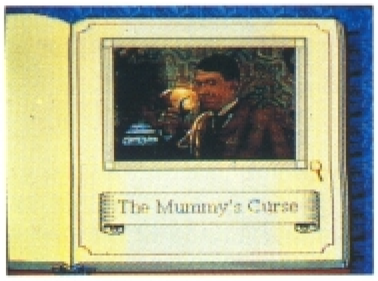


attractions, arts and nightlife) and a personal organiser (with space for over 90 names and phone numbers, a day planner, a calculator and calendar).

NEC

Poor old NEC, it does seem to be losing out in the American console war – in spite of having a damn fine console and probably the best hand-held on the market. In a bid to redress the balance, NEC announced a price cut for its TurboGrafx 16 (the 16-Bit PC Engine) to just $99.99, and its TurboGrafx-CD player from $399 to $299 (this is a TurboGrafx with CD-Rom. NEC was the first to introduce a CD player for video games 18 months ago. The CD player also doubles up as a normal NEC portable audio CD





player). The hand-held Turbo Express is to remain priced at $299.

On the CD side there were some rather neat examples on show, including Cinemaware's *It Came From The Desert* (basically the same arcade sub-games, but with live actor and digitised speech in place of the character interaction graphics), *J.B. Harold Murder Club* and *Sherlock Holmes, Consulting Detective* (these latter two being murder mysteries featuring digitised footage of live actors and human voices). Latest release on CD will be *The Addams Family*, licensed by NEC from Paramount pictures.

Several titles are lined up to make use of NEC's new TurboTap (an add-on allowing five players to play head to head). These include Cinemaware's TV Sports series, *Bomberman* – a neat multiplayer maze game where you drop fused bombs to eliminate opponents, and Loriciel's excellent *Panza Kick Boxing*. Finally NEC has launched a TV Tuner for its hand-held Turbo Express.



NEC bring *YS: Book I and II* to its CD-ROM.



NINTENDO



Well, quite obviously the biggest news for Nintendo was the official launch of the Super Famicom, dubbed the Super NES for American consumption. The new(ish) console (the Japs have had them since the '80's and can pick one up for about 35 quid!) is packaged with the rather skill *Super Mario World* and 'average retail price' is $199.95. For the more conservative US market, the Super NES no longer sports the rather fab 'Smartie' coloured control pad buttons, plumping instead for rather drab blue ones. Ho hum. In spite of this, Nintendo is confidently predicting Super NES sales to reach two million by the year end (all the more remarkable when you consider that it won't hit the shelves until September!).

In terms of software, Nintendo is claiming there'll be 18 titles available by December (which, judging by the number of games on

THE 'FLY BY BOTTOM' CONCEPT



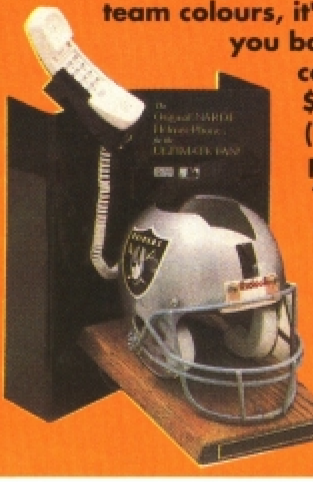


Two companies at CES were exhibiting a new concept in game control. Unlike the hydraulic chairs touted by the likes of Konix, which hydraulically tilt in the direction of joystick movement, Simulator Technology Inc's Simulator II Action Chair and Power 10 Inc's Hot Seat both incorporate the joystick into the chair itself! There is a token fixed joystick with fire buttons incorporated into the armrest, but the directional control of the joystick is in the chair's base. The chair swivels on the base so that leaning it over to the left equates to pushing the joystick to the left. In effect you're flying by buttock! Both chairs currently work in conjunction with consoles. The Action Chair works with an impressive range of console titles, including *AfterBurner, Top Gun, Rad Racer, Tetris(!?)* and *Road Blasters* on the NES; *Super Thunder Blade, Super Monaco GP, Super Hang On, After Burner II* and *Space Harrier II* on the Mega Drive. In the pipeline are 'flavor card/cords' to make the chair compatible with the Amiga, PC and PC Engine! Virgin is to market the Action Chair in the UK, but no concrete details about price or release were available at the time of writing...

FONE FUN AT THE CES



Do you have a penchant for perch? A taste for trout? Or a bias for bass? In short, do you have a fetish for fish? Then you'll be delighted to hear about the Fish Phone. From the humble relief depiction of your favourite poisson (shown here) to a full blown Bass-o-phone – a life size replica of an actual fish caught in Canada! On the other hand, if you're into American football, maybe a Team Fone will be more your style. Incorporating a genuine helmet in your favourite team colours, it'll set you back a cool $250! (The phrase 'only in America' springs to mind for some reason)





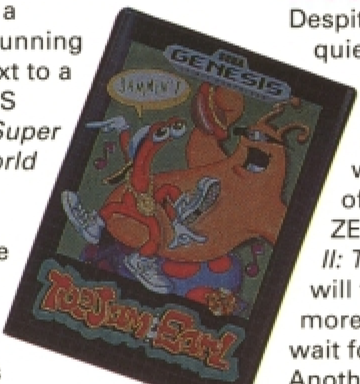
show including third party developers would seem easily attainable). Most software support for the Super NES we've already seen and raved about on grey import (*Super Mario World, F-Zero*, Capcom's *Final Fight* etcetera) so there were no memorable new carts for the new console. Irem's *Super R-Type* was one exception (though maybe a bit *passé*) as was Data East's *Caveman Ninja*. Some third party carts were well below par (like *Future Basketball*) or just plain unimaginative (like Hal America's *Hyper Zone)*.

Meanwhile, the NES and Game Boy continue to develop apace – their software dominated the show. 1991 sales projections for the Game Boy talk of 25 million (count 'em) units. New for the hot hand-held was a four-player adaptor for four player head to head gaming. Today the US, tomorrow the world?

SEGA

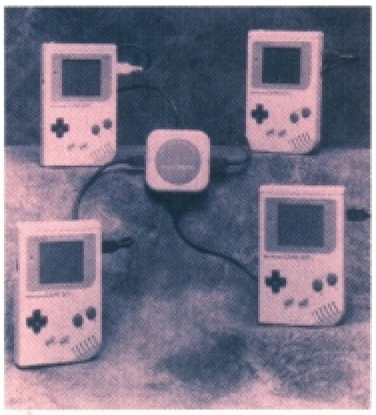
Meanwhile, over on the Sega stand, the attitude was one of bullish determination. Understandably choosing to ignore the 8-Bit market, Sega bragged about its 16-Bit market domination (the Mega Drive, or Genesis as it's called in the US, has been on sale since 1989 and has thus had a two year head start to build up a user base). With titles like the brilliant *Sonic The Hedgehog* (reviewed on page 64) Sega was so inspired with confidence it even had a Genesis running *Sonic*, next to a Super NES running *Super Mario World* with the message "Compare For Yourselves". Blimey! Sega was also keen to extol the merits of its Game Gear over the monochrome Game Boy. New for the Genesis for Spring '92 (it was announced) will be a CD-ROM capability. The new unit designed to stack under the console unit will make its debut in Japan at the end of this year before an early 1992 US release backed by a 'full library of state of the art titles'. More details will be announced as and when they are available.





Meanwhile, this year will see the number of Genesis games available rise to 100, with the newest hits including the brilliant *Toe Jam And Earl* (the next mega hit after *Sonic*, you see if I'm wrong), two neat Disney licences: *Fantasia* and *Quackshot Starring Donald Duck;* plus *Spider-Man, Alien Storm, Golden Axe II, Midnight Resistance, Mercs, Phantasy Star III* and *688 Attack Sub*.

New for the Game Gear will be a plug-in TV tuner to be available 'in the fall' which'll allow the Game Gear to be used as a TV (of course). Up to 20 software titles will be available this year, including *Joe Montana Football, G-Loc* and *Leaderboard Golf*.





Blimey! That's a rather large hand-held!

SOFTWARE NEWS

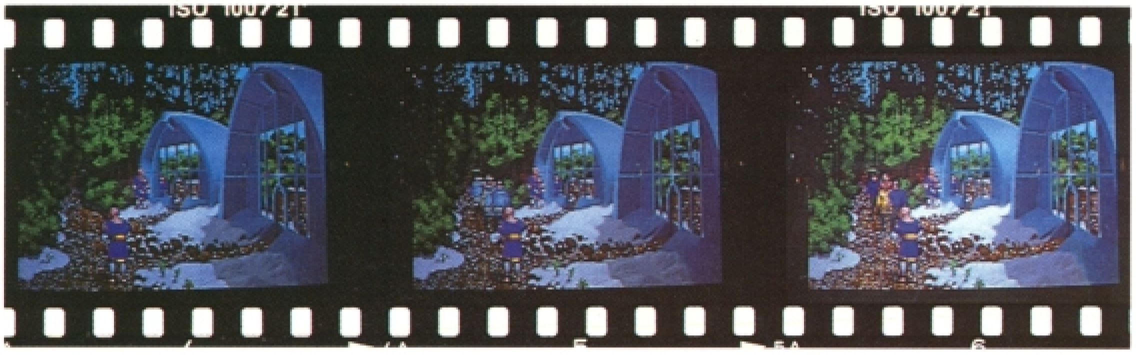


Crusty and Musty (Christy and Misty. Ed.)

ACCOLADE

Despite having been rather quiet of late, Accolade had some rather promising titles on show at the er... show. Kicking off with the follow-up to one of last year's hits (and a ZERO cover game), *Elvira II: The Jaws Of Cerberus* will feature refined graphics, more use of magic, and... wait for it... more Elvira! Another sequel on display was the graphic adventure *Lost In LA* (the follow up to *Search For The King,* also starring the unlikely hero, Les Manley). Taking a leaf out of Sierra's book, Accolade has produced a title with very rich graphics, including digitised pictures, scaling of the central sprite and a mouse-driven interface. Many of the characters have been digitised from professional actors and models, some of which 'have appeared in *Playboy Magazine'* it sez here. Last but not least was an American Football title purporting to rival the mighty *Joe Montana* and *John Madden* themselves. *Mike Ditka Power Football* will feature most *Montana* style add-ons including goal kicking power/accuracy meters, team strip designers and replays.

Accolade also announced it will be converting its classic *Jack Nicklaus Golf* for the new Commodore CDTV. The game is set on the Muirfield Village Golf Club in Dublin, Ohio – over 8,000 digitised stills have been used to recreate the course on-screen. The programmers have even digitised Jack's swing and putting strokes! Expect it in the third quarter of this year.



The *Star Trek* team beam down for a pot of tea with the locals.

BRÖDERBUND

California based Bröderbund, (marketed in the UK by Domark) was previewing the latest in its *Carmen Sandiego* series – *Where In America's Past Is Carmen Sandiego?* as well as an American football sim, *Playmaker Football* and an educational title called *The Treehouse* (aww!) all on the PC. *Ancient Art Of War In The Skies* is now scheduled for completion in the Summer for PC with other formats to follow. While we're still in a strategy vein, you may be pleased to hear that Chris '*Balance Of Power*' Crawford is also working on a new Bröderbund title to be completed this Autumn. It's called *Patton Strikes Back*, and it's a strategy game recreating the Battle Of The Bulge. Also being showcased was Bröderbund's first CD-Rom entertainment title, *Where In The World Is Carmen Sandiego?*

CALIFORNIA DREAMS

Still in the offing (though first on show at the Winter CES), Cal Dreams had *Solidarity*, the Polish trade union sim available for Amiga and PC. Also in the offing was an underwater role playing game by the name of *Wreck Out*, also for PC and Amiga.

CAPSTONE

Capstone had the PC licence of the hit film *Home Alone* on display plus *Exotic Car Showroom, Super Car Pak,* and *Lotto Gold: The Ultimate Lottery Analysis Program* (not too much use for UK residents). For the Amiga there was *Cardinal Of The Kremlin* and *Bill And Ted's Excellent Adventure.* Accolade markets Capstone products over here and you can expect to see them all (except *Lotto Gold*) over the coming months.

DISNEY

Four Disney PC titles were being showcased in Chicago and they were all of a significantly higher quality than their predecessors. *Dick Tracy* is the licence of the Touchstone movie featuring arcade action and crime solving adventure. *Hare Raising Havoc* is an interactive cartoon based upon the cartoon sequence in *Roger Rabbit. HRH* stars Roger Rabbit and Baby Herman complete with impressive sound, including digitised voices of Roger, Baby Herman, Mommy and Jessica. An Amiga version is also in the offing. Subject of a big promotional push at the moment is the new Disney movie release, *The Rocketeer.* Sounds and looks similar to Cinemaware's *Rocket Ranger* but in fact that character was taken from *The Rocketeer,* a forties comic-book figure created by Dave Stevens. The game will feature comic book graphics as well as digitised pictures of actors and will fall into the arcade/strategy game mould. Again an Amiga version is in the pipeline.

Finally, *Stunt Island* is a sim with a difference. Based around a purpose-built 3D island world, you get to fly a P-51 Mustang or Pitts Special amongst others to perform various acrobatic stunts. Combined with this will be the film-making aspect, where you get to place cameras in the most opportune places in order to make the most out of the aerial activity.

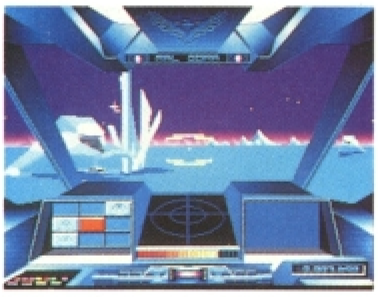


Rocketeer takes to the air.



DYNAMIX

Dynamix (who'd like to point out that it has nothing to do with American food processor company Dyna-mix) had a couple of new PC titles in the pipeline, including the cartoon adventure *Willie Beamish*, and the sequel to space shoot 'em up *Stellar 7*, er... *Nova 9* (Amiga versions of both games are planned). There was also a souped-up version of its tank killer sim, called *A-10 Enhanced* which features 21 missions (the original seven plus the seven from the *Mission Disk* and seven new Persian Gulf missions), revamped graphics and animation, 'floating camera' external views (á la *Red Baron*) and Ad Lib/Roland soundboard support.



Nova 9 from Dynamix.

ELECTRONIC ARTS

Well, little new here for ZERO readers, eh? The brill *Chuck Yeager, Mario Andretti* (both on PC) and *Powermonger* on the Amiga were all turning heads. New title *Earl Weaver Baseball II* looked a bit of a corker if you're into baseball. EA also announced a 1 Meg Amiga first-person dungeon exploring title, *The Black Crypt.*

EPYX

Not much going down on the Epyx stand, but the Ad Lib PC version of *California Games II* was announced (we haven't even seen the non-Ad Lib version over here yet, of course). The new *Cal Games* comprise skateboarding, bodyboarding, jet surfing, snow boarding (surely it doesn't snow in California!?) and hang gliding. Radical! Conversion to other computer formats is planned.

INTERPLAY

Marketed in the UK by Electronic Arts, Interplay had a host of rather exciting PC titles on display. Apart from the former ZERO cover game, *Castles* (now at the interactive demo stage and still looking fab), there were *Lord Of The Rings Volume II: The Two Towers* and the long awaited (by folk of the bearded variety) *Bard's Tale Construction Set.* Given pole position on the Interplay stand was a large monitor displaying its licensed *Star Trek* game. Take the slick, animated, graphic adventure style of a Sierra/Lucasfilm title, add a dash of graphicly rich shoot 'em up á la Origin's *Wing Commander,* then season with a cult TV show theme and you've got the recipe for a bit of a corker! Set your Phasers to stún, and stay tuned to ZERO for more info as soon as it's available.

PC CHART

1. **JET FIGHTER II** Velocity/US Gold
2. **LEMMINGS** Psygnosis
3. **SIM EARTH** Maxis/Ocean
4. **KING'S QUEST V** Sierra
5. **SPACE QUEST IV** Sierra
6. **WING COMMANDER** Origin/Mindscape
7. **3D CONSTRUCTION KIT** Incentive/Domark
8. **LINKS** Access/US Gold
9. **RED BARON** Dynamix/Sierra
10. **HEART OF CHINA** Dynamix/Sierra

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.



mph
10 Chandlers Court, Eaton, Norwich, NR4 6EY
Telephone 0603 503382



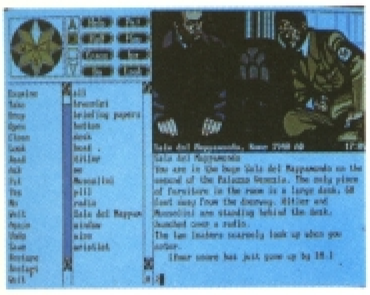
KOEI

The strategy dudes behind *Ghengis Khan* and *Bandit Kings Of Ancient China* (distributed in the UK by Infogrames) had three new PC titles of a similar nature on show. *Romance Of The Three Kingdoms II: Liberty Or Death* – an American Revolution sim, *L'Empereur* – a Napoleonic sim, and *Uncharted Waters* – a swashbuckling adventure. NES versions of all three titles were also on view.

KONAMI

Although the Konami stand (and indeed the whole show!) was predominanted by console software, Konami also had some PC titles on display. These included the long awaited *Lord Of The Rings* arcade strategy game, *Riders Of Rohan*, and *The Simpsons* licence, *Bart Simpson – Adventures In The Radical Zone*.

LEGEND



Shh il Duce, it's *The Archers*.

From the guys behind the really rather good *Spellcasting 101: Sorcerers Get All The Girls*, comes *Timequest*, another graphic adventure using the same user-friendly interface, this time based around adventures in three time zones. Fancy trying to fool Hitler and Mussolini into thinking Churchill has surrendered in Rome 1940? Want to cross swords with King Arthur in 452 AD? Are you into entering ancient tombs in 1361 BC Peking? Well, *Timequest* is your title. The only problem is that MicroProse UK hasn't decided whether it'll be releasing it over here yet. Write to your MP now!

LUCASFILMS

Well, I don't think I'll tell you anything about Lucasfilm 'cos I don't feel like it... Oh, alright you talked me into it. But I won't go into detail – just turn to our *Lucasfilm Underwraps* on page 58. In a nutshell then, Lucasfilm were showing the latest on *Secret Weapons Of The Luftwaffe* (expect the full review next month), *Monkey Island II: LeChuck's Revenge* and *Indy IV – Indiana Jones And The Fate Of Atlantis*, both of which look brilliant.

MAXIS

Maxis has continued in the tradition of the *Sim City Graphics* disks by creating add-on disks for *Sim Earth*, entitled *Sim Earth, The Living Sets*. Stay tuned for release details. Also from Maxis comes *Sim Ant*, an ant colony simulation(!) and *Robosport*.

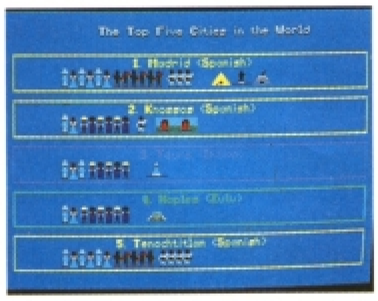
MERIT

Merit Software is amongst the new developers working for Commodore's CDTV. Hardly surprising then to find CDTV versions of *All Dogs Go To Heaven* and *Classic Board Games* on its stand. For PC there was *Inspector Gadget*, *Medieval Warriors* and *Super Mario Brothers And Friends*. *Medieval Warriors* will also be available on the Amiga.

MICROPROSE

MicroProse fronted its stand with a new MicroProse Games arcade cabinet called *BOTSS* (oo-er!). It stands for *Battle Of The Solar System*, and gives you the opportunity of controlling a *Star Wars* style, mechanised 'Walker' shooting similar 3D-filled vector mechanoids. On the home computer front there was *Codename: White Shadow*, a drug-busting, strategy game involving up to four F-22's and full 3D graphic combat sequences. Still on a flying theme MicroProse has announced its new scenario disk for *F-15 Strike Eagle II* er... *Operation Desert Storm*. Passing swiftly on to Sid '*Railroad Tycoon*' Meier's latest project, we actually managed to get you some screen shots for this culture creation title. *Civilisation* is a *Sim City* style game with political, economic and military aspects.

Sid Meier's *Civilisation*.





MINDCRAFT

Two new titles on offer from Mindcraft, including *Magic Candle 2: The Four And Forty* (the first *Magic Candle* title is just being imported to these shores as we speak, courtesy of Electronic Arts). You probably won't be too surprised to hear it's a PC sword and sorcery role player. *Rules Of Engagement: Spacecraft Combat In The 24th Century*, on the other hand, falls into the strategy wargame category and will be available on PC, Amiga and ST formats.

NEW WORLD COMPUTING

Two new titles from RPG buffs New Worlds Computing Inc, namely *Might And Magic III: Isle Of Terra* and *Planet's Edge* (a galactic role player) both for the PC. US Gold will be shipping these fellows by the end of the year.

OCEAN

Had only a mini-stand on the software side, but showing some pretty maxi titles. DID (the chaps behind *F-29*) seem to be doing a cracking job on

23rd Century seat belt legislation.

Robocop 3. Just when you're getting hacked off with Ocean churning out every licence as a view from the side shoot 'em up, *Robocop 3* is a stunning, full 3D vector, drive jet pack and blast 'em up with atmospheric cinematic bits. It looks well promising. Ocean also announced its forthcoming line-up, which is set to include *Terminator 2: Judgement Day, The Addams Family* (the licence of the forthcoming movie), *The Simpsons: Bart Vs. The Space Mutants, Space Gun* (the Taito coin-op), and *WWF* (absolutely nothing to do with the World Wildlife Fund, but in fact standing for *World Wrestling Federation*).

ORIGIN



Time flies in *Ultima VII*.

Lord British and his Origin chums invited us to a cinema in the CES complex to show us a dramatic video of their latest projects. Owners of Carlos-Fandango-Take-No-Prisoners-Mutha PC set-ups (Origin recommends VGA 16mhz 386 or better) will be delighted to hear about the progress being made on *Wing Commander 2*, with its five new ships, stunning new graphics, replay facilities, chaff, tractor beams and tail gunners! Most newsworthy was the launch of the next Origin FX Chris Roberts title, *Strike Commander*. Set in the year 2003, you play the second in command of Stern's Wildcats, a squadron of mercenary F-16 pilots. With a fully orchestrated soundtrack and stunning graphics, *Strike Commander* is shaping up as one stunning program.



Fly with the mercenary 'Wildcats' in *Strike Commander.*

The texture-mapped terrain was breathtaking, with jagged coastlines, ocean waves and snow-capped peaks. At the horizon there was an atmospheric hazing, and aircraft shapes too featured burn marks, panelling and insignia. Chris Roberts describes it as follows: "a combination of 3D bit mapping, texture-mapped *gouraud* terrain & polygon objects, we create a three dimensional world that is far more realistic than anything seen on the PC before!". The US market will be treated to *Strike Commander* this Christmas.

Origin also announced the release of the next Ultima game, *Ultima VII The Black Gate* – the first chapter in Book Three in the Ultima saga. Once again you'll take the role of the Avatar seeking to save Britannia from a malevolent alien entity (that bore a remarkable resemblance to an orange Erol Dunkley from Hot Chocolate). *Ultima VII* should be released in the US in the Autumn.



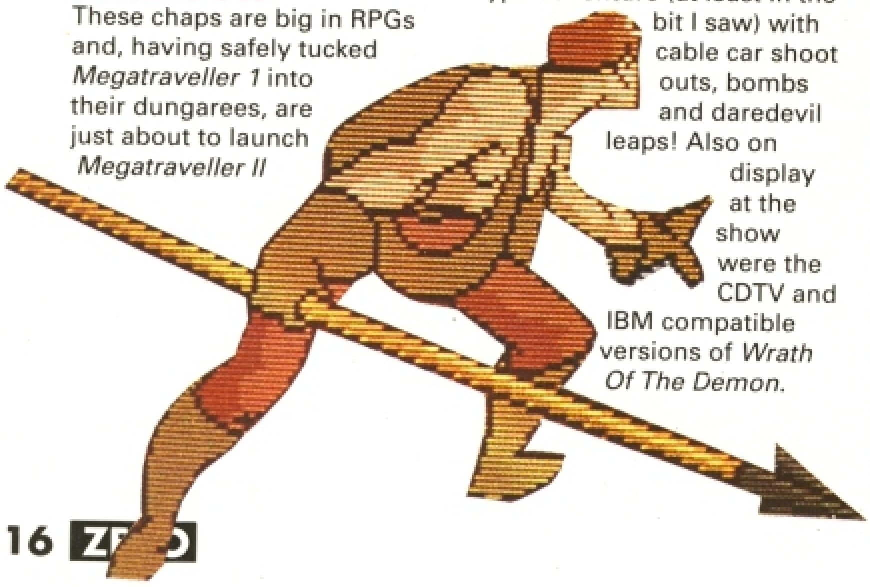
No time to admire the view in *Guy Spy.*

PARAGON

These chaps are big in RPGs and, having safely tucked *Megatraveller 1* into their dungarees, are just about to launch *Megatraveller II* (and announced the PC version of *Megatraveller III!*). *Space 1889* is a *Martian Dreams* style Victorians in space role playing game, and *Twilight 2000* is a post-apocalyptic RPG. Look to Entertainments International to market these products in the UK.

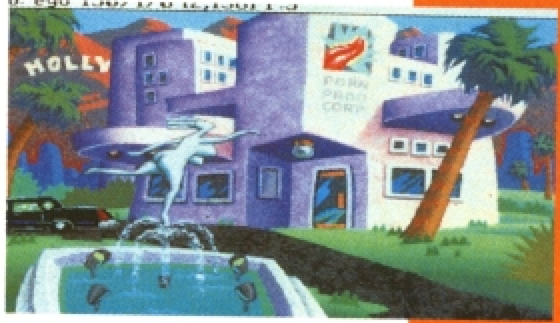
READYSOFT

There are two new titles from Canadian based Readysoft, one being the sequel to Don Bluth's *Space Ace*, called *Space Ace II: Borf's Revenge* and the other, an original title called *Guy Spy*. Just as Readysoft used the skills it acquired producing Don Bluth titles to create its own *Wrath Of The Demon*, so too *Guy Spy* will have a very 'Bluthesque feel'. The scenario is very different with the Spy hero embarking on a sort of *Where Eagles Dare* type adventure (at least in the bit I saw) with cable car shoot outs, bombs and daredevil leaps! Also on display at the show were the CDTV and IBM compatible versions of *Wrath Of The Demon*.



SIERRA

A veritable host of sequels filled Sierra's CES stand including *Hoyle's Book Of Games Vol 3, Police Quest III* (look out for the full review next month), *Conquest Of The Longbow: The Legend Of Robin Hood* and *Leisure Suit Larry 5* – all on PC. Larry fans may also be pleased to hear about *Laffer Utilities*, a PC tutorial package on 'how to waste time more efficiently' (sounds like an absolute must for the ZERO office!). Incidentally, here's some format update info for you: Sierra is already bragging that the biggest selling Amiga release of 1991 will be *Space Quest V!* (The American release date was June.) *King's Quest V* is also scheduled for ST release, as is *Roger Wilco And The Time Rippers (Space Quest IV)*. There's also to be two 're-illustrated re-releases', namely *King's Quest I* and *Mixed Up Mother Goose.*



Leisure Suit Larry V.



Robin Hood, Robin Hood, tum ti tum ti tum...

SOFTWARE TOOLWORKS

Most notable on the 'Works stand was the rather impressive *The Miracle Piano Teaching System*, which promises to turn all Amiga owners into budding Richard Claydermans (perish the thought). The only new item (for ZERO readers) was *Paperboy II.* Both items will wend their merry way to Blighty via Mindscape.

UNCLE DA[...] SOFTWA[...]

Console titles that tickled my wossname included Sonic (again), Fantasia, Quackshot featuring Donald Duck, and Toe Jam And Earl on the Sega Mega Drive. Toe Jam And Earl, incidentally, are two spaced-out, hip hop aliens who find themselves stranded on Earth and need to find the component parts of their Righteous Rapmaster Rocket Ship. As well as reassembling the ship, players try to improve their rating on the coolness meter, progressing from 'Weiner' to 'Supreme Funk Lord'.

On the Nintendo front, one of my favourite NES games of the show was Tradewest's Battle Toads (look out for news of the Sales Curve's computer conversions). The

ST CHART

1. **LEMMINGS** Psygnosis
2. **ELVIRA** Accolade
3. **WONDERLAND** Virgin
4. **GODS** Bitmaps/Renegade
5. **ARMOUR GEDDON** Psygnosis
6. **LIFE OR DEATH** Mindscape
7. **MONKEY ISLAND** Lucasfilm/US Gold
8. **3D CONSTRUCTION KIT** Incentive/Domark
9. **MEGATRAVELLER 1** Empire
10. **THE DUEL** Accolade

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.

E DAVY'S TOP TWARE TIPS

Famicom's **Final Fight, F-Zero** and **Super Mario World** were all skill but not very newsworthy. I liked Irem's Famicom **Super R-Type** and Data East's **Caveman Ninja** was as close to its arcade counterpart without being in an arcade cabinet. And watch out for **Star Trek, Faceball 2000** and **Prince Of Persia** on the Game Boy.

On the software front, provided you've got the hardware to support it, Origin's **Strike Commander** looked well impressive. Lucasfilm's **Indy IV** and **Monkey Island II** looked well up to the high standard set by both prequels. Interplay's **Castles** looks set to fulfil its promise and the new **Star Trek** game looks very interesting. Er... I'm running out of room... **Falcon 3.0, Reach For The Skies, The Rocketeer, Sim Ant, Blues Brothers, Guy Spy, Robocop 3... Mumble, mumble...**

AMIGA CHART

1. **EYE OF THE BEHOLDER** SSI/US Gold
2. **ELVIRA** Accolade
3. **WONDERLAND** Virgin
4. **GODS** Bitmaps/Renegade
5. **ARMOUR GEDDON** Psygnosis
6. **LIFE OR DEATH** Mindscape
7. **MONKEY ISLAND** Lucasfilm/US Gold
8. **3D CONSTRUCTION KIT** Incentive/Domark
9. **MEGATRAVELLER 1** Empire
10. **THE DUEL** Accolade

Shipping charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. (071) 631 1234.

SPECTRUM HOLOBYTE

A rather spiffing rolling demo of the all new *Falcon 3.0* for the PC took pride of place on the Speccy Holobyte stand. You'll know all about this, of course, from our exclusive *Under Wraps* back in March, but suffice to say it features 3D contoured terrain, accurate mapping, a detailed campaign structure and a 'high fidelity' flight model. The US PC version is to ship this August, with the UK version hot on its heels. Speccy Holobyte was also showcasing three Soviet mindteasers *Faces, Wordtris* and *Super Tetris* from *Tetris* creator Alexey Pajitnov, and a global power simulation from another Russian programmer, Vladimir Baculyn, called *Crisis In The Kremlin* (a September PC US release). Finally, there



A rather hilly *Falcon 3.0*.

was the latest interactive demo of *Reach For The Skies* (Speccy Holobyte's answer to *Their Finest Hour*, originally titled *Battle Of Britain Jubilee* – which was last year – and exclusively *Under Wrapped* back in October). Some rather hot stuff this way comes, by all accounts.

SSI

New from SSI (UK marketing courtesy of US Gold) was the latest AD&D title, *Volume 1: Gateway To The Savage Frontier,* described as an epic role playing game and *Ultimate Baseball.* Both were PC versions.

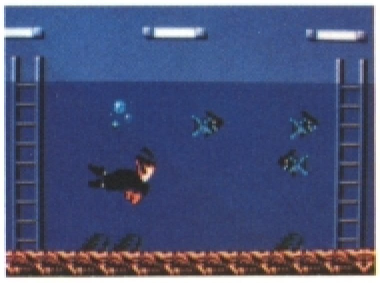
THREE SIXTY

Three Sixty had a couple of newies, including the *Harpoon Challenger Pak* – a special limited edition pack containing the original *Harpoon* game plus the *North Atlantic Convoy Battleset 2*, a scenario editor and a 325 page *Harpoon* Battle Book. *Theatre Of War* was a weird combination of chess and war-game in an 'action/thinking' title. *Patriot* was another modern, land-based strategy war-game including *Battleset One: The Gulf War* (hem). Finally, *1992 Winter Olympics* was a 3D, first person perspective sim of the winter games featuring six or so events and topographical maps from the Olympics course architects. All these Three Sixty titles are destined for PC and Amiga.



Three Sixty's *Theatre Of War.*

TITUS



The Blues Brothers.



French developer/publisher Titus didn't have a stand at the CES show itself, but plumped instead for the 'toff' option. It hired a suite in the nearby Chicago Hilton and ferried people back and forth from the show in a white stretched limo. Ho hum. On show Titus had its latest CDTV developments, including versions of *Prehistorik* and *Battlestorm.* Also in evidence was the latest on *Crazy Cars III* and an early playable version of the Christmas title *The Blues Brothers.* Jake and Elwood have been given the *Mario Brothers* treatment for this 'cutesy' platform romp but don't be put off by this. The game is shaping up as quite a corker. A Game Boy version was also in evidence complete with the digitised version of *The Theme From Peter Gunn!*

UBISOFT

The only newie from the Ubi's was the strategy title *Battle Isle*, an all format romp where players try to conquer loads of islands in an archipelago.

VIRGIN

Mainly console stuff on the US Virgin stand, but one or two items caught my eye. Well, two, actually, and both scheduled for US release this Summer. *Conan The Cimmerian,* on PC and Amiga, is based on the exploits of said barbarous person. *Revenge Of Excalibur* is the sequel to Synergistic's *Spirit Of Excalibur* and will appear on PC, Amiga and ST.

STOP

CES AT A GLIMPSE

Like it or not, consoles are taking over the world; America has fallen and no doubt we'll be following. The Nintendo stand at CES was massive, occupying an area roughly the size of two blinkin' footie pitches! Also of the 40 or so companies exhibiting, only about two were sporting ST software! (Okay so the ST has never been a prime mover in the US, but nevertheless each year the commitment to Atari's baby seems to dwindle and this was an all time low.) CD-Rom is shaping up as a format to watch out for, with CDTV already launched, Sega announcing a 1992 release of a Mega Drive CD-ROM unit, NEC displaying games on its TurboGrafx CD-Rom (launched 18 months ago) and with Sierra, Lucasfilm, Merit, Readysoft, Origin, Bröderbund and the like already developing CD software.

And that's it really until next month, when we'll be bringing you a comprehensive A-Z by company of Console games news. Got that? Good.




DEUTEROS
Actual 16 Bit Screens
THE NEXT MILLENIUM
It is the end of the 31st Century. Nearly one thousand years ago man colonised the moon, and from there created a range of human mutations which were left to develop other planets. At the same time, life on earth was destroyed by a cataclysmic climatic change.
Now the mutant races are at war with each other, and man has returned to Earth, rebuilt civilisation, and forgotten about past adventures.
Deep in Earth City, plans have been made to explore space again. The race has started to develop Earth's resources, to research new technology, to build for future adventures.
You must control the training, research, resources, production and stores of Earth City in a complex strategic battle to maximise the planet's supplies. You must construct and pilot the hi-tech space shuttles and ships needed for mankind to venture out into the furthest reaches of the war-torn solar system. Operation Deuteros has begun.
Available in August on Amiga & Atari ST
ACTIVISION
Copyright © 1991 IAN BIRD

LETTERS

Letters (let us – ho, ho... oh, please yourselves) pray that this month we don't get a letter from Ludwig or any mention of the dreaded RS232 connector. Some hope!

SIX POINT TURNS

As an avid reader of your magazine since issue minus one I have been well impressed with its quality and style, but I feel that it is lacking in a few areas. Me and a group of about 50 Amiga owners have come up with these ideas:

1) A Next Issue column in which the release date of the next issue is included.

2) Bigger Letters page.

3) More Crystal Tips.

4) Less Shorts. They're a load of old smeg.

5) Less PC reviews because nobody I know owns a PC.

6) And finally... appointment of Ludwig Ledbury as chief staff writer.

Mark Coxx, Warley, West Midlands.

1) We haven't got a clue what's going into the current issue let alone the next one. 2),3) and 4) Look out for some changes soon. 5) That's a bit like the Conservatives closing down the NHS 'cos no one they know uses it. 6) You're either mad or related. **Ed.**

WART(HOG)S & ALL

Farty's meant to be dead! I refer, of course, to Jonathan Davies' pet, vicious, killer, tank-like and 'cute' warthog who could mug Macca in a single grunt/fart. So has Farty been reincarnated or what?

Did you know that there is a Hungarian town called Zug?

Chris Dewar, Dunblane, Scotland.

Farty is in fact alive and well and living on a warthog farm in the Hortobagy plains which, as I'm sure you're aware, are also in Hungary. **Ed.**

ALL STEAMED UP

I would like to draw your attention to what is, as far as I can see, a growing trend among some software companies. Namely, not releasing material for the Atari ST.

Having worked my way through *Bard's Tale* on the Spectrum, I was pleased to see a mail order company offering *BT 2*. However, on contacting them, I was told the program wasn't available for the ST.

On contacting Electronic Arts, I was told neither *BT2* or *BT3* would be released on ST because "it would be too expensive to develop Atari versions for the European market".

If the situation was restricted to just one company, I wouldn't mind so much. However, it seems that US Gold has jumped on the same bandwagon. Its excellent-looking program *Eye Of The Beholder* isn't going to be produced for the Atari either.

I would like to see the above programs available for the Atari, but what can I do myself? How many other software companies aren't producing material for the Atari ST simply because it "isn't a popular selling computer in the United States".

A. Hagen, Bonnybridge.

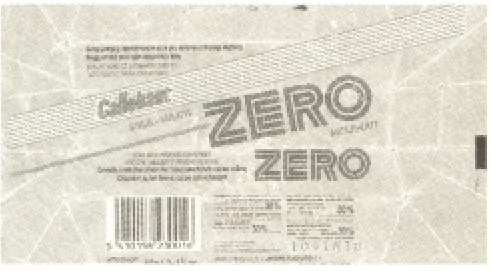
Sad to say, ST owners have got a bit of a fight on their hands. With sales of ST product falling (even in France where the ST is most popular), companies are becoming increasingly disinterested in releasing ST versions of their games. This is particularly (though not exclusively) true of companies based in the States where the ST is something of a non-starter. **Ed.**

DOUBLE DUTCH

After having solved all my problems with RS232 connectors I decided to write you this letter to thank you for something. Whenever I buy your magazine I get such a nice flat thing with it. Well, two nice flat things actually but the plastic one on the cover doesn't interest me so I give it to the dog to play with. No it's the little carton (thick paper) in the centre of your mag. It is made of exactly the right stuff. Yes it is! Here in the Netherlands (don't ever call it Holland – Holland is just the Western part) you cannot get the right carton. I suggest you raise the price of the magazine by a few pounds. It won't bother me at all. Maybe you could get rid of that funny blue thingy that you stick on the cover as well.

Nylz Folmer, The Netherlands.

Streetwise linguists might have an idea what Nylz is going on about. Or is it simply a cunning Dutch attempt to deprive the French of the title Europe's Weirdest Nation. **Ed.**



INEVITABLY

I've just been to Belgium. The only good thing was the choccy, including the bar enclosed. Oh – I just ate it. Oh well. Have the wrapper of the ZERO choc bar. Mmm.

Ludwig Ledbury, Wantage, Oxon.

Ledbury you're not only irritating, you're bloomin' greedy too. **Ed.**

SWEDISH HIT

I'm glad to see that David has finally got the seniority of position that his seniority in years deserves.

Would you also join me in congratulating Sweden on winning the Eurovision Song Contest? Such beacons of quality shining out over a sea of waste matter deserve critical acclamation.

I have not included an address as I am not motivated by the acquisitive drive that seems to obsess so many of your readers. Ah me, remember the early days of computer gaming? When all you needed was a digital watch and a torch to provide an entire family's entertainment?

Please donate my star letter T-shirt to the families of those connected with the Conservative local election disaster.

Ephram B. Zimbalist jnr, London.

Yes, well done Sweden, the only country to treat Eurovision with the respect and reverence it deserves. The same goes for their approach to the elderly. I might emigrate. **Ed.**

SPLIT EDS

As a lifelong reader of your magazine, I'm afraid I've got some rather upsetting news for you lot. Your Editor is schizophrenic. Evidence? Well, my laconic chums, in the *Joe Montana* review in issue 20, Mr Wilson interrupts his review with the statement *"(Sounds painful. Ed.)"* Since Dave appears to be the Ed, I suggest he applies for immediate psychiatric treatment, or um... sends me a T-shirt. Or, quite possibly, both.

Kev Davis, Burton-On-Trent, Staffs.

Thanks for your concern about my mental health. However, I can assure you that I'm not schizophrenic. **Ed.** *(And nor am I.* **Ed.)**

OH DEAR

What a con these computer game instruction manuals are. Only the other day I was trying to load a game. The manual said "Place disk in drive". I put it there and waited... and waited until finally my Dad came home and ran the disk over. I said to him "You've run my disk over." He said "So I have!" We both laughed heartily after he'd explained what I'd done wrong. "What a silly boy I am," I remarked.

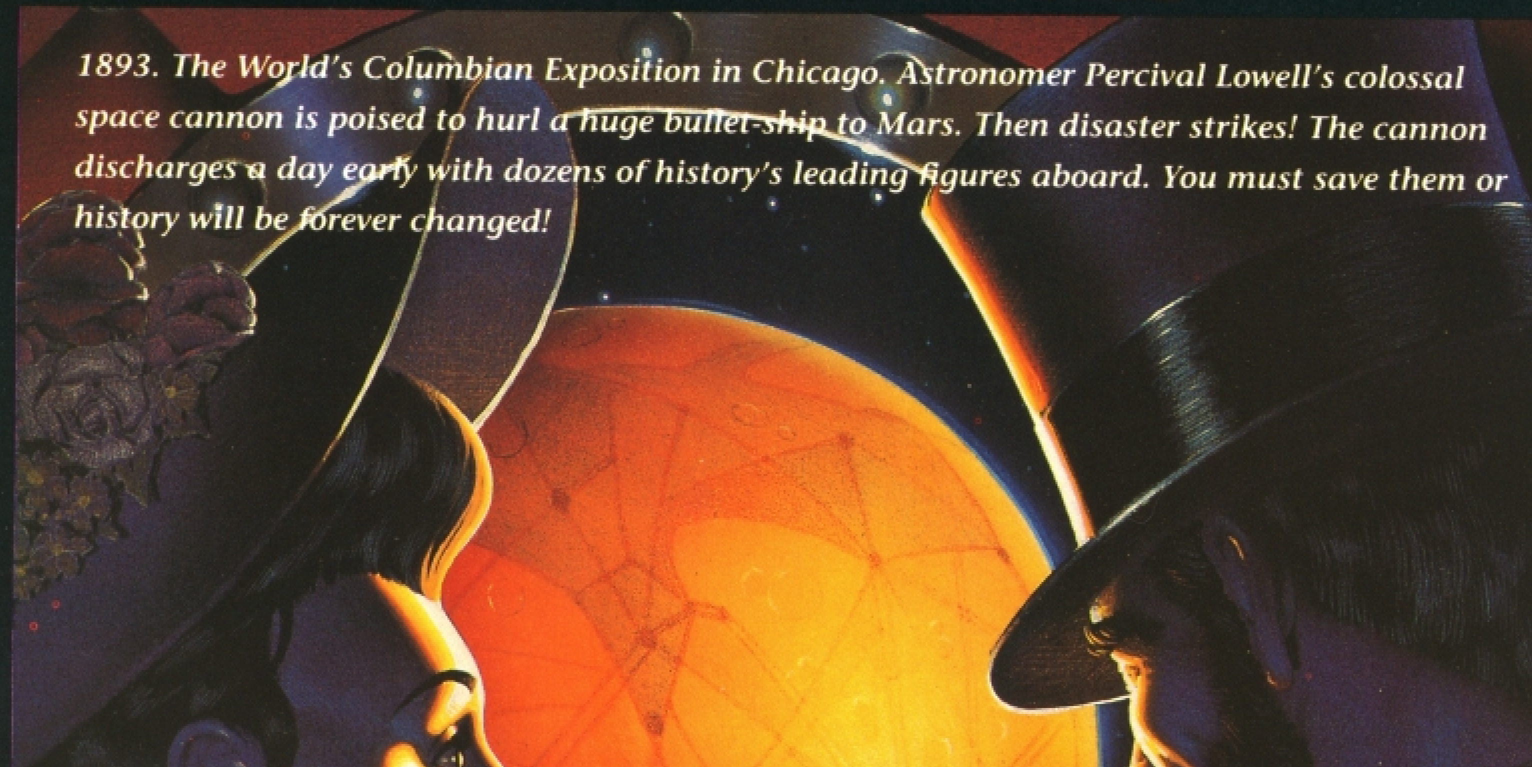
Daniel Pemberton, East Molesey, Surrey.

Come on, Daniel, this is ZERO you're writing to. I think the address you wanted was Viz, P.O. Box 1PT, Newcastle Upon Tyne, NE99 1PT. **Ed.**

WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE.
Star Letter winners receive a ZERO T-shirt! All letters win a ZERO badge.

Ultima®

WORLDS OF ADVENTURE 2







Actual screen shots

Enter the Mindscape Competition by calling 0898 234214
This number also provides further information on Mindscape products and new releases.
Calls charged at 34p per minute off-peak and 45p per minute at peak times.

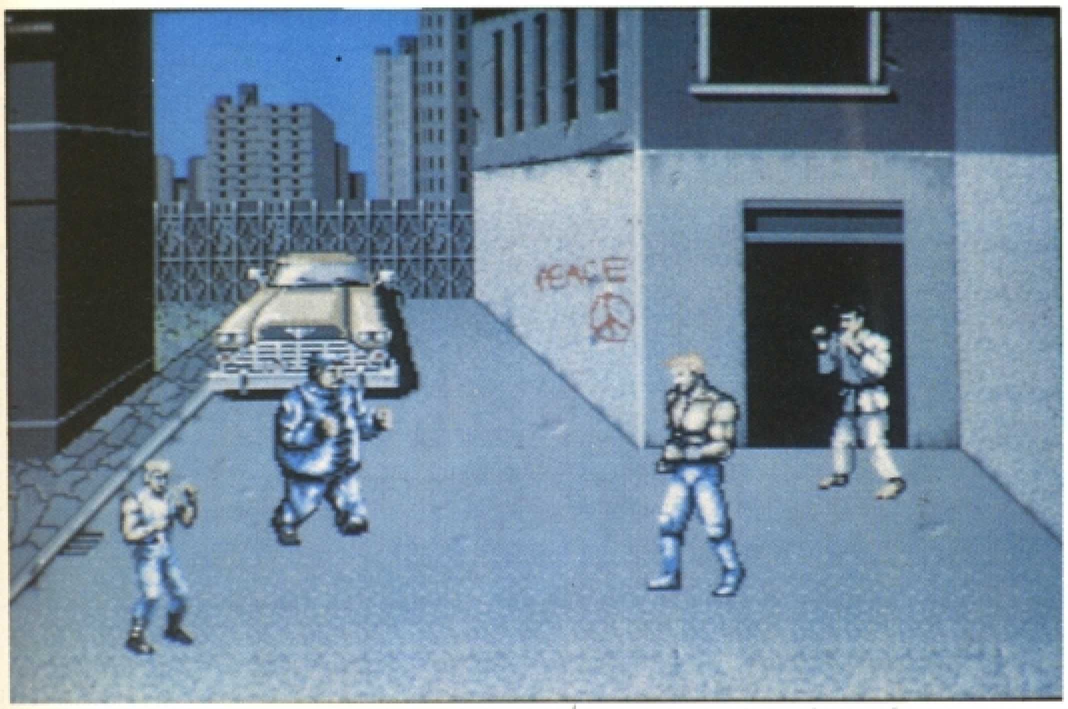
For your local dealer, contact: Mindscape International Ltd,
The Coach House, Hooklands Estate,
Scaynes Hill, West Sussex RH17 7NG.
Tel: 0444 831 761

IBM PC & 100% compatibles.

ORIGIN™ A Lord British Game

MINDSCAPE

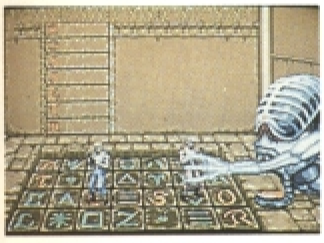
CURVY CONVERSIONS



Hmm... things are looking tough, but at least there's no sign of any dragons yet.

Always keen to help his staff lose weight, David waited until *Lord Paul Lakin* had started his lunch before sending him half-way across London to check out The Sales Curve's treasure trove of arcade conversions.

DOUBLE DRAGON III



Unlike its predecessors, *DDIII* doesn't have cartoon-style graphics – it has more traditional beat 'em up realism. Hell, you've seen it in the arcades and probably know the scenario backwards. But I'll tell it to you anyway. You and your optional chum must travel through five countries, beating up all and sundry on your way, collect the three Rosetta Stones and then do battle with the most dangerous opponent in the world. So who do you think the most dangerous opponent in the world is? A large Pit Bull terrier fed on nothing but water for a month? No – it's Cleopatra. Look, I don't write these scenarios you know!

Along your perilous route there are many opportunities to buy weapons, fighting tricks and even a slightly butch alter-ego. Fighting in two player mode, you can co-operate with your partner by linking arms (stop giggling at the back) to demolish all your foes with a spinning kick.

The graphics have been lifted straight off the original arcade version, except the backgrounds, which have been redrawn and improved. More importantly, you can still interact with much of the split-level 3D scenery.

As well as having more memory than your average home computer, an arcade machine has more knobs (as my old Auntie Ethel would say). Fortunately, the programmers have produced a simple control system that enables you to access all the fighting from the joystick, rather than having to perform simultaneous contortions with the mouse, joystick and keyboard just to make your character scratch his nose.

One problem still facing the programmers is what to do about the extra credits. In the arcade machine these are bought by shoving in extra money. Since neither the ST or Amiga has a coin slot, it's going to have to be a case of picking them up at various stages of the game or buying them in the shop. I suggested that, to retain the sense of realism, players could just send their money to me. No-one took any notice.

WHAT'S WHAT

TITLE	Double Dragon III: The Rosetta Stones
PUBLISHER	The Sales Curve
FORMAT	Amiga/ST
PRICE	£24.99
RELEASED	November/January

ROD-LAND



How shall I describe *Rod-Land*? Somehow, the word 'cute' isn't strong enough. Look, we are talking little sharks that cry when you hit them. We are talking cute as puke. We are also talking devilishly addictive platform action, where Rit and Tan go off in search of their dear, but captive, mummy (pass the sick bag, Mavis).

Using their Magical Rod to bash things and their Magical Shoes to (wait for it) build ladders, they have to climb up a seemingly never-ending tower. At the top of this tower their mum (or "mom" as the screen insists) awaits.

There are also some irritating blocks to puzzle your way round. Get it wrong and you could find yourself trapped.

The arcade version of *Rod-Land* consisted of 31 levels, the conversion promises even more. So don't expect to see much of the sun this August.



Aaah, coochey-coochey-coo. (Bleh!)

WHAT'S WHAT

TITLE	Rod-land
PUBLISHER	The Sales Curve
FORMAT	Amiga/ST
PRICE	£24.99
RELEASED	August/September

FINAL BLOW



In the good old days of the Roman Empire, gladiators used to knock each other about with iron-encrusted gloves. It was all good clean fun and no one got hurt. (Well... some of them got quite dead actually, but that's not important right now.) In the nineteenth century boxing was still pretty tough – bare-knuckled pugilists belted each other until someone fell over or died (or both). Then along came the Marquis of Queensbury, who didn't like people getting hurt (unless they were called Oscar Wilde). He instituted the Queensbury Rules and boxers started wearing gloves. It was downhill from then on, really. However, boxing is still good for a laugh – what better way to spend an evening than watching two idiots in silk shorts hopping round a ring beating the chipolatas out of each other? It's also, as they say, 'big in the arcades'.

This probably explains why The Sales Curve was very happy to pick up the licence to convert Taito's *Final Blow,* while the *J.R. Hartley Fly Fishing Simulator* continues to gather dust in a corner of the Batley Amusement Arcade, unloved, unlicensed and largely unplayed.

After three months working on the conversion, The Sales Curve probably wish it'd gone for the fishing option. Especially when the program of arcade graphics decided to throw a wobbly, leaving them to redraw the whole flippin' lot. Laugh? They bleached their shirts!





Converting an arcade game down to half a Meg normally means losing more than just your mind – graphics and animation often suffer, to say nothing of speed. It didn't show on what I saw of *Final Blow,* despite the fact that there are 400K of graphics crammed into the game. Boxers and referee have been copied directly from the arcade, although the crowd has been redrawn because... well, because the original was crap.

The boxers not only look good, they're great little movers too – with fully independent limbs and body parts (oo-er) and six types of punch. There are more of them too – in the arcade version there were five boxers, whereas in the Sales Curve version you have not five, not six, not seven...*(alright, get on with it.Ed.)...* but *ten* boxers. Each boxer has his own characteristics, and they range from a lethal punk to a shandy-swilling "Crusha Kev". None of these boxers are in any way named after (or resemble, in any shape or form) any employee of The Sales Curve. Oh dear me no.



You scratch my back - I'll break yours!

As for the referee, he's not only fat and ugly, he's intelligent and fully-animated – he breaks up fights, counts out players and allocates points in the event of both boxers going the distance. Whether his intelligence runs as far as accepting substantial back-handers... well, I was too polite to ask.

Finally, a little tip. Always close your eyes when sneezing, lest they fly out. Better still, look out for some fairly... er... gory cheats in *Final Blow.* Find them and your opponent might lose his head!

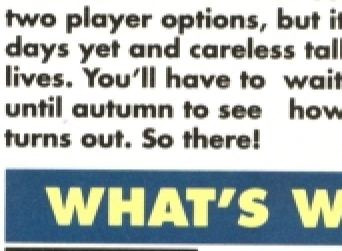
WHAT'S WHAT

TITLE	Final Blow
PUBLISHER	The Sales Curve
FORMAT	ST/Amiga
PRICE	£24.99
RELEASED	August/September

BIG RUN

The Paris-Dakar Rally is a race of danger, violence and endurance – and that's before you've even got out of Paris! Luckily, this conversion of the Jaleco coin-op starts you in Tunis. From there you have to cross six stages, qualifying against the clock and eight other cars in each one, before finally rolling up in sunny Dakar.

Although *Big Run* is basically standard into-the-screen racing, it's fast, crammed with oodles of trackside scenery and littered with some neat touches – bumping over a rock tips your car into two-wheel driving, for instance. The conversion is still in its early days, but it's looking good. Some of the scenery will have to be ditched to maintain the speed, but who wants trees and hedges when they can have mph? (Except the Green Party, of course.) Everything else about the game (including the legless bimbo) will be there. There was even some talk of two player options, but it's early days yet and careless talk costs lives. You'll have to wait until autumn to see how it turns out. So there!



WHAT'S WHAT

TITLE	Big Run
PUBLISHER	The Sales Curve
FORMAT	ST/Amiga
PRICE	£24.99
RELEASED	October/December

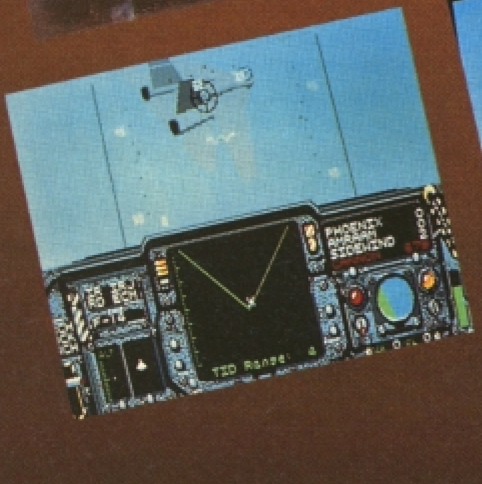
F-14 TOMCAT

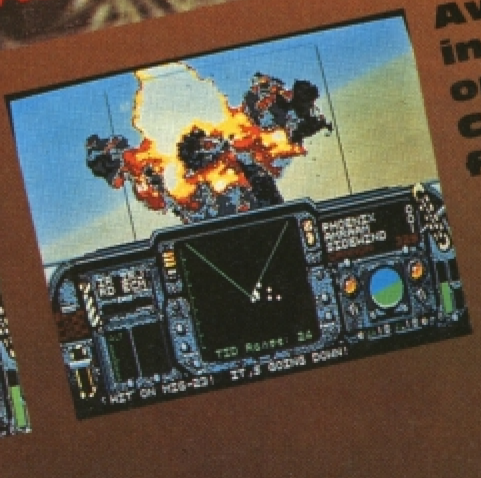
The First Simulation Of The Most Famous Jet Fighter In The World

Join the elite fighter pilots in their battle for control over the skies. Fly the F-14 into life-or-death combat action, from the Persian Gulf to Libya and Korea. Battle it out in "Top Gun" school one-on-one challenges. Outgun Migs and SU 22's on carrier-based assignments. Variable skill levels make F-14 accurate enough for the expert, simple enough for the novice, and with a full real-time highlight film, you'll learn as you fly. Vivid 256-colour 3-D, digitised sound effects, bit-mapped explosions, a whole host of different viewing angles and an armoury hot enough to rule the skies make F-14 Tomcat a flight sim as deadly as the plane itself.



Available in August on PC & Compatible format.





ACTIVISION


WE'VE GOT THE
POWER
A POWER - CRAZED COLLECTION OF No.1 HITS
PLUG INTO THIS GALAXY OF FUN AND EXCITEMENT FOR YOUR COMPUTER
POWER UP
CHASE H.Q.
ALTERED BEAST
X-OUT
TURRICAN
RAINBOW ISLANDS
X-OUT
CHASE HQ
TURRICAN
ALTERED BEAST
RAINBOW ISLANDS
AMIGA • ATARI ST
SPECTRUM • COMMODORE
AMSTRAD (Compatible with CPC Plus)
POWER UP BY ocean
OCEAN SOFTWARE LIMITED • 6 CENTRAL STREET • MANCHESTER • M2 5NS • TEL: 061 832 6633 • FAX: 061 834 0650

DOSH EATERS

"These coin-ops are a bit crap. There's not even a slot to put your money in," thought *Duncan MacDonald*, frantically pressing the buttons in front of him. He finally realised he was attempting to play a cashpoint machine and sloped into the Electrocoin arcade next door...

THE SCORE

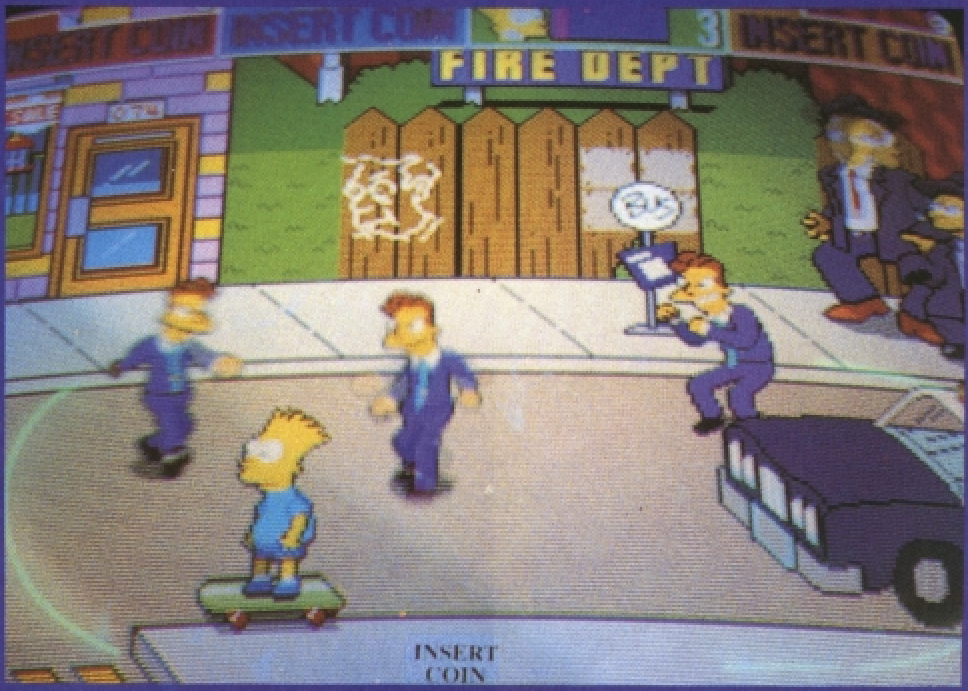
Dead simple, our scoring system. Five aliens mean it's a mega game, while just one – well, er, it's a bit naff...

THE SIMPSONS

Just like the Turtles, Bart & co. have made it onto the stand-ups. Konami has come up trumps again (as it did with the Turtles) with a great conversion from cartoon to cabinet. It's a big 'four joystick' cabinet where you (and a friend, if you like) get to control one (or two) of the four Simpsons characters on offer. There's Bart, who's got a weapon in the guise of a skateboard; Homer who's got a catapult and... er, I've forgotten the other names... you know – the old bag with the brolly and the horrible baby with the dummy.

The action in *The Simpsons* arcade game is frantic from the word go, with most of the game playing over a right to left scrolling backdrop (with an occasional uppy or downy). In fact, let's face it – it's beat 'em up time again, only this time with cartoon characters we all 'know and love'. The animation's fluid and all the nasties are very nasty indeed as you kick, whack and thump your way through them in the various scenarios. From the schoolyard and the city streets to the pool joints, all the scenes are beautifully detailed and true to the series. Scattered about on the ground are loads of pick-uppables such as stones, coke cans, litterbins, bottles etc, which can all be used as weapons.

The end of level monsters are real muthas – enormous in some cases, but still animated smoothly as well as being both difficult to kill and humorous. Yup, *The Simpsons* is fun, fun, fun. I could quite easily stay on this game all night. In fact I may well come back after I've checked out the other machines. Hmmm... what's next then?



SPIRIT



Yahay! This new Jaleco jobbie looks like a sort of *Wonderboy* without the nappies. Oh look – there's a story scenario coming up. Let's see if we can guess what's happened. Blimey, someones 'chick' has been captured. Oh no – it's my chick, and I've got to rescue her. Now where have I heard that before? Couldn't she just have divorced me after an argument and taken my video recorder with her which I had to get back? Oh well, never mind, I'll plop in a 50p piece. Hey, the graphics are peachy, the animation's smooth and the whole thing plays like a dream. Just like my original assumption – *Wonderboy* without the nappies.

It's slightly Japanesey 'cutesey' to my western eye, although the weapons available promise general mayhem in store. Yes – it's blast from the word go and keep on blasting. There's power-ups galore and end of level guardians (naturally). But there are a few "er, do I go uppy or downy" bits and some secret doors thrown in for good measure. This is highly addictive. It's also highly unoriginal, of course, but guaranteed to have you begging on the streets for more cash once your pockets are empty. Just one more quick go... (*Careful, you haven't got too much dosh left. Ed.*)

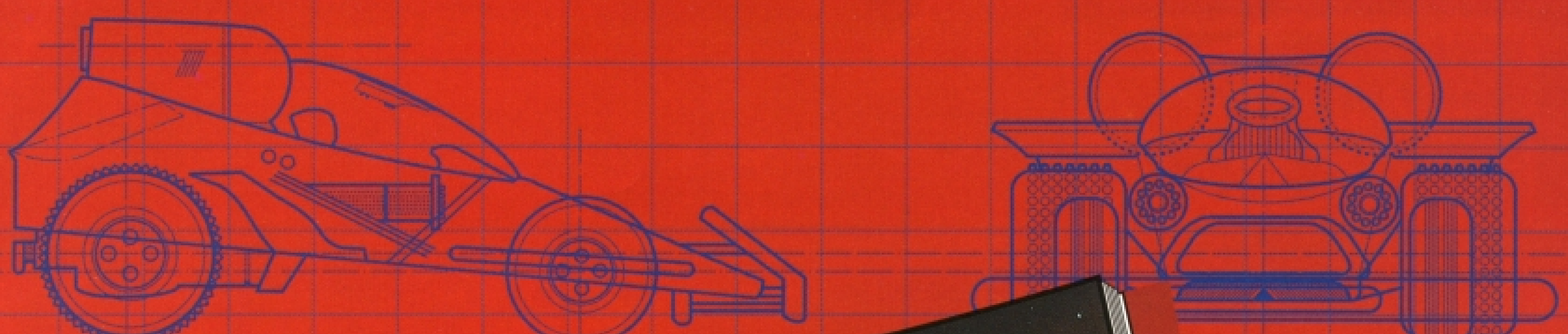
THUNDERZONE

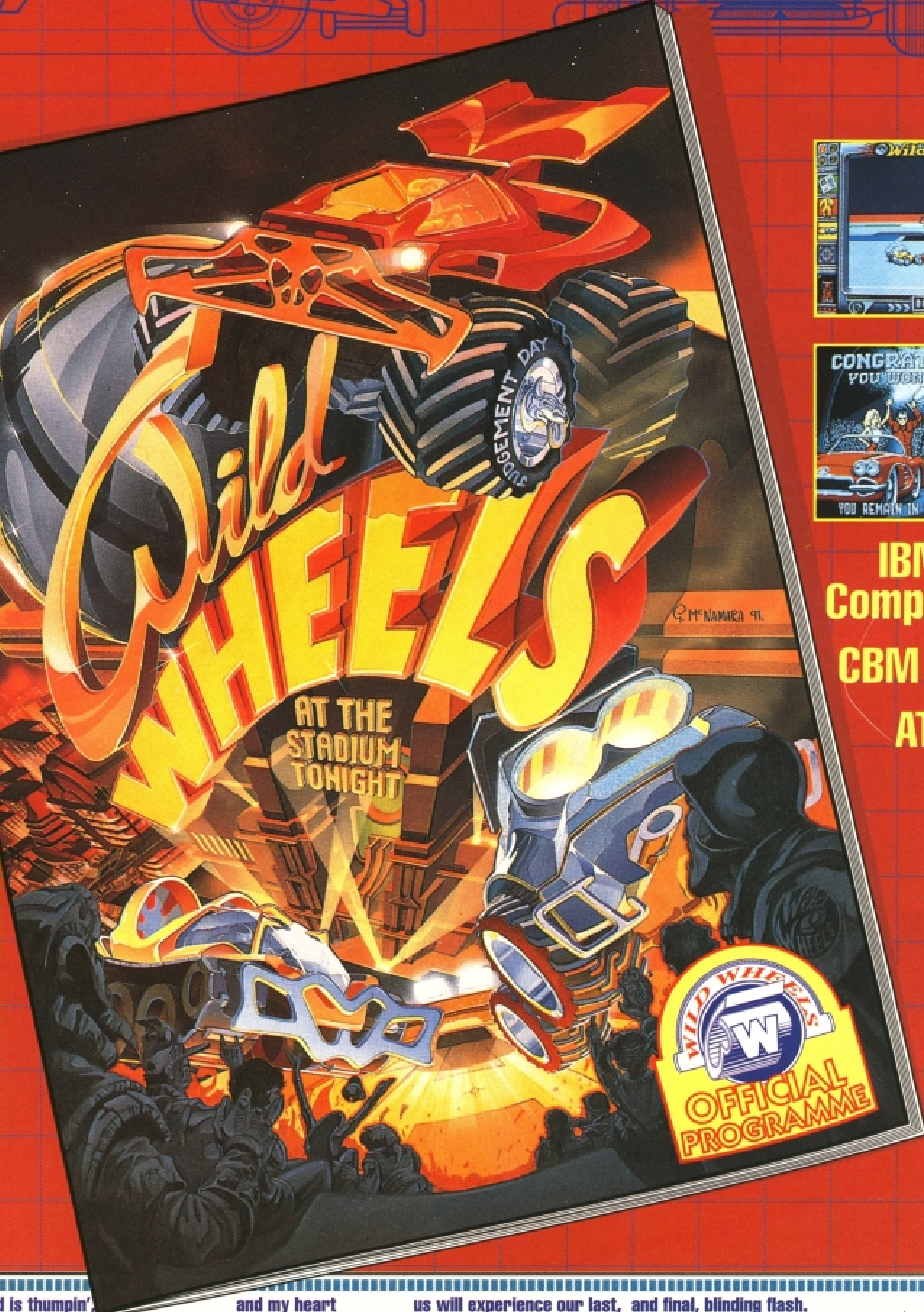
Oh dear. Only one 50p left. I'd better do well first go then. Okay, it's left-to-right action all the way in this new arrival from Data East, with an average sized gun-totin' sprite at my disposal. Shoot! Kill! Let's try button C. Kabooooom! Great – it's a hyper-bomb and I can run 'into' the screen for a few seconds blasting as I go. Oh – more horizontally scrolling-ish stuff.



Kill! Kill! Pick up an even BIGGER weapon. Kill !Kill! Aaagh! I'm dead! Hmm... that was quite good. I'll just have one more go on *The Simpsons*. (*You can't – you're broke. Ha, ha. Ed.*)

STOP









IBM PC & Compatibles

CBM AMIGA

ATARI ST





My head is thumpin', and my heart is pumping the adrenalin around every vessel of my hyper-tense body - the 'driving unit', that will be shoe-horned, wedged like a Colt 45 into it's holster, as I am placed into the command seat of my vehicle - ready to enter the arena of play... and combat.

"Wild Wheels" they call us. Combatants who play a "game" - a game where there are two ways to lose... down on points or down on fuel - the fuel of life! Our "kit" for action are the finely honed masterpieces of engineering... machines that will pole-axe the opposition, melt them, crush them, detonate them into a million white-hot, speeding grains of shrapnel. The 'kit of death' in which many of us will experience our last, and final, blinding flash.

In the arena, the game becomes a struggle to win, a fight for life. The noise from the screaming crowd is drowned by the incessant roar of the mighty heart of this mechanoid beast, it's engine pushing out every ounce of power to keep me just ahead, and delivering a heavy, sickening blow into my back as it accelerates at my command. Taking aim, I firm up every muscle ready for the great burst, the deafening scream as I unleash my lethal messenger... and its message - "GAME OVER!"

But that's just half the game story. Now YOU enter the arena...

ENJOY THE SHOW!

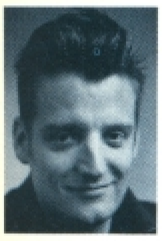
OCEAN SOFTWARE LIMITED
6 CENTRAL STREET
MANCHESTER M2 5NS

TELEPHONE: 061 832 6633
FAX: 061 834 0650

ZERO reviews

CRITICS' CORNER

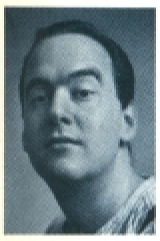
With all the fuss about Pit-Bull terriers just recently, we thought we'd get in on the act as well. Yes, this month we put our critics up against three of the vicious little basts. Can our brave reviewers survive for more than two minutes?



David 'Cash Stash' Wilson: Being no newcomer to the world of the fighting dog (having bred, trained and sold a few of the mutts himself), David also knew their weak points. "I'll take a bit of damage myself," he explained, "but once I've got the thing on its back and my knee across its neck, I can force its front legs apart until its sternum cracks open." We gently reminded him that there were three dogs, not just the one. "Aaaah..." he replied, "er... in that case, I'm sure we could come to some arrangement" and he proceeded to unfurl his wad. It was bribe time – and we were were bought (for £300). David was off the hook.



Amaya 'Loopy' Lopez: "Only three?" jeered the fiery Spanish lass, "Why not make it nine?" We explained that three would be quite sufficient, and that they were ready and waiting for her in the games room arena if she thought she was so bloody clever. "Ho hum," she yawned, "let's get it over and done with then". Having quickly slammed the door behind her, we listened to two minutes of squealing and yelping – followed by silence. We peeked sheepishly through the keyhole... surely she couldn't have got all three? Oh, she hadn't. We dragged out her limp and bleeding form and phoned for an ambulance.



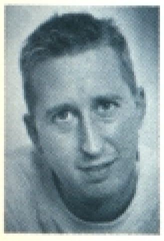
Lord Paul Lakin: The Oxford *and* Cambridge educated, aristocratic vexilollogist looked slightly worried. "Three pit-bulls?" he asked rhetorically, glancing at the arena door. Having thought for a while he announced that he had two flag-plans and entered the room. He was going for the bull-fight technique (the dogs would be attracted by his red flag and he would sidestep as they lunged). After 13 seconds he was hammering on the door and we let him out. "Too many..." he panted, "... all directions (gasp)." It was time for flag-plan-two. We wondered what it was. "It's this..." replied Paul, "a white flag... I'm surrendering."



Jane 'Baby Factory' Goldman: The curvaceous, flirtatious and heavily pregnant ZERO centrefold-star had plans of her own. "It's a question of scent," she told us. "A dog uses its sense of smell more than humans." And who could disagree? But where did that fit in with her impending two-minute bout with the Hounds From Hell? She expounded: "I exude a natural odour which makes me irresistible to members of the opposite sex... those *are* male dogs I presume?" They were. "Great – I'm in for an easy time then." She entered the arena. The two minutes passed. Then five minutes. Then ten. Then fifteen minutes. Oh no...



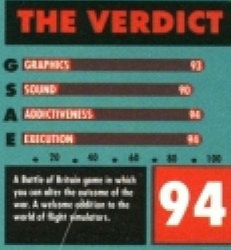
Rich Pelley: Jane was in trouble, but luckily ZERO's latest computer games reviewer was a hip-hop fan. With his Walkman blaring the new NWA album into his ears, he was 'geared up and ready to go'. "Those muthaf*****g hounds shoulda stayed on their own ground – 'cos yo, yeah, I've got some muthaf*****g rounds!" he rapped rather badly (referring to the rounds of ammunition in the Uzi he'd inherited from Macca). Bursting into the games room he emptied his clip into the heads of pit bulls one, two and three. They dropped on the spot – very near Jane's G-spot in fact. It had been an extremely close shave. Phew!



Duncan 'Verbal Diahorrea' MacDonald: Duncan seemed to be 'out of the trees', so to speak. *('Out of his tree' more like. Ed.)* The dogs were dead, Jane was safe, and there was nothing much left to do. "Er, can I bury them?" Duncan asked. "I can make little dog-shaped coffins and we can have a special canine funeral service." David suddenly told him to go and put the kettle on and grab some towels from the ZERO bathroom. "But I was going to use pine for the main part with an inlay of balsa-wood and Blu-tac," whined Dunc. "Forget the blasted coffins," screamed Lord Paul, "Jane's ordeal has induced a premature labour. For God's sake get the kettle and towels. Quickly, man!"

WHAT'S WHAT

Confused? You will be. Unless you're on the ball and cast an eye over the low-down on our system.



Games are scored out of 100 on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly obvious...well very obvious. Execution may need a bit of explaining. Does the game scroll simultaneously in three different directions for instance? Do all the levels flow into each other like a South American river system? If so, **Execution** will score well here. If you can't be bothered with all that, then the **Overall Mark** gives you an at-a-glance summary. Now listen carefully... this mark is *not* an average of the other scores. Got that?

A game clocking up 90 or above in the not-in-the-least-bit-average (and only mildly affected by bribery) Overall Mark department gets the much sought-after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to stand on your head with a finger in your ear to get through the security system? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box which tells you... er what's what in the wacky world of price, format and release date.

Well, that just about wraps it up for the main reviews but let's not forget the others. Firstly there's the section called **SHORTS** which is... well, short to be honest. It's a sprint through the best of the rest. Then there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.

CHUCK YEAGER'S AIR COMBAT

It's a brilliant flight sim from Electronic Arts. Right now it's only available on the PC. But if you're not a PC person, don't turn over 'cos this game will be a winner on any format it gets converted to. So says our man in the air, *Duncan 'PC Hog' MacDonald.*

DUNCAN MACDONALD'S AIR COCK-UP



There I was in my P-51 at 20,000 feet when I was jumped by five Mig 17s, five Mig 21s and five F-4 Phantoms. The guys in those planes were excellent.



Er... there I was in my P-51 at 9,000 feet and dropping like a lead balloon. My wings had been blown right off and I had a bullet lodged in my brain. Those guys were a right bunch of basts.

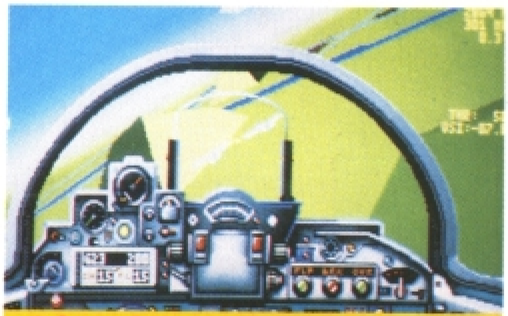


In a nutshell, *Chuck Yeager's Air Combat* is a rather nifty 'shoot things until they explode unless you explode first' game, which allows you to fly in some real-life 'historic scenarios' from World War II, Korea and Vietnam. You're not confined to these scenarios though – if you feel so inclined you can easily create a scenario of your own! Picking any one of the six aircraft available, you're able to set it up against as many as 15 computer controlled aircraft (which can all be in the air at the same time – phew!). Once you've completed/failed a pre-set mission or one of your own, you can then move to the now obligatory video replay session, which is fully comprehensive and allows you to watch yourself bailing out again (and again). The sound (with the right hardware), frame update and graphics (ditto) are excellent throughout. There. End of nutshell.

PLANES ON OFFER

Okay, let's get a bit more in-depth here. If you're playing one of the historic missions which, according to Chuck, really happened, you don't get a choice of aircraft – you take what you're given, for obvious reasons. However, if you're making a mission of your own you do get a choice. The six wizard kites available are: P-51 Mustang, Focke-Wulf FW-190, F-86E Sabre, MiG-15 Fagot, F-4E Phantom and MiG-21 Fishbed.

If you want to get the hang of the controls of any of these before entering combat, that's fine – there's a free flight option. Take off, do spins, shoot the clouds, shoot the sun, shoot the ground, shoot your imaginary playfriend called Plooky who lived under your bed when you were four... actually, shoot and do whatever you want, because you're the only pilot in the air. In fact, this is a pretty good place for the old Biggin Hill Airshow stunt time. Do heaps of breath-taking low level spins, loops and 'circuits and bumps' and then watch yourself nearly crash using the action



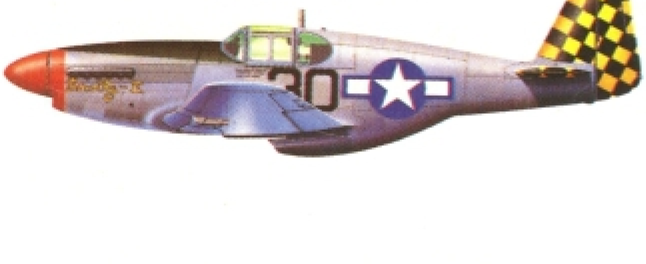
Achtung! Ve are being attacked – time to change ze leiderhosen!

replay facilities: "Cor, I nearly bought it there! Look – I'll rewind and show you again in slow-motion!" (*Yawn. Ed.*) And then it's time for the Construct Your Own Mission bit. Er... except it isn't, because I've decided to look at the real historic scenarios first...

HISTORIC SCENARIOS

Each of the three scenarios offers about 20 missions – making nigh on 60 in total, split roughly 50/50 into 'Americans versus non-Americans' and 'non-Americans versus Americans'. (So you can take up a MiG, beat the crap out of a Phantom and teach the Yanks a lesson for selling us *Baywatch*). There are token ground targets to take out as well, but this game is really a pure and unadulterated 100% 'high in the sky simulator'. Whichever way you look at it, most of your time is spent at over 1,000 feet – the

A P-51 – the Porky Pig of fighters.





MORTALLY WOUNDED, MAJOR 'BUZZ' BURGER REFLECTS ON THE COCKPIT OF HIS BULLET-RIDDEN MUSTANG...

1. A kraut bullet-hole (reckon it's a 20mm, judging by the blood spurting onto m'flying jacket).
2. Check that shine on the ejection lever... A Damn fine American shine... Yes siree! (Cough.)
3. Well, whaddya know, m'clocks busted. Figure I'm gonna be late for Thanksgiving. *(Eh? Ed.)*
4. Yes maam, I'm flying level at 6,000 inches. *(He's becoming delirious. It's 6,000 feet. Ed.)*
5. M'landing gear 'n' break lights are red 'n green like blueberry pie. God bless raspberries!
6. And God bless America, the top bit of Canada, Pearl Harbor and my vertical speed.
7. I'll be darned if I ever did know what HVD stood for, but it's still full, whatever it is.
8. I never noticed those gauges before, pa. *(Oil/Fuel levels, Thrust and Temperature. Ed.)*
9. Guess it's time to turn on the windscreen wipers 'n' head f'home. *(I don't think so. Ed.)*
10. Hey, I can't see f'rall the red over m'eyes. Feeling cold... Gasp... *(Oh good, he's dead. Ed.)*

only real hazard the ground provides is that you can crash into it (like when you try to pull off an inverted loop and fail miserably). *(Or when you try to land and forget to lower your undercarriage. Ed.)*

WORLD WAR TWO

The most famous war in history. Wannabe a Yank? Then you'll be flying a P-51 Mustang. Wannabe a Bosch? Then it's a Focke-Wulf 190 for you. Wanna be a Brit? Sorry, old chap – no Spitfires in this game (boo, hiss!). But there are other planes involved – the computer controlled ones you're going to be fighting. You might find yourself up against a crack squadron of Me 109s. Or a handful of Me 262s. Or maybe you'll be on a 'duck shoot', taking out some cumbersome bombers (er, with their rather dangerous tail gunners and fighter-plane escorts). All in all the computer's got a library of 17 aircraft at its disposal, but as the missions are taken from real life you'll only be up against opposing aircraft from the chosen period. (In this case WWII.) *(Obviously. Ed.)*

WHAT'S WHAT

TITLE	ChuckYeager's Air Combat
PUBLISHER	Electronic Arts
FORMAT	PC
PRICE	£29.99
RELEASED	Out Now

THE KOREAN WAR

Ah. The war *M.A.S.H.* was set in, and the war which witnessed the dawn of the age of jet-fighter combat. Fancy going up in a MiG-15 for 'The Reds'? Or how about a Sabre for the Americans? They're pretty evenly matched head-to-head, but straight head-to-head situations are few and far between in these historic scenarios. Here's one of the many missions on offer from the Korean War menu – "B-29 Intercept". "Protect your homeland against Yankee bombers," it says. So, as you'll have guessed, you're a 'Red' in a MiG-15, which has a jet engine. And Yankee bombers have got propellors at this

A P-47 – um... another 'stout' airplane.



stage in history (hoorah!). But have they got a fighter escort? And if so, what sort of planes are they? Jet-powered Sabres or the older and slower Mustangs? Clicking on a mission will reveal a full text page, telling you exactly what'll be going down, and at this point you often find that it'll be you. (Unless you exit and choose another mish or use the shandy-drinkers invulnerability option.) *(Shame on you. Ed.)*

VIETNAM

This is the war that everyone remembers (although the Americans wish everyone wouldn't). Here's a sample mission from the 18 available. It's called, spookily, "Colonel Tomb" – you're an American pilot in a Phantom. The brief summary tells you that Colonel Tomb was the VC's top ace and you've got to down his MiG - 17 all on your own. On checking the stats page, Chuck informs you that "Even though in real life it took two pilots to do the job, the Phantom takes the prize here... " What he means is that while the MiG can make 700 mph and has two types of cannon, the Phantom can clock up over 1,000 mph and has missiles as well as cannons. After entering the Phantom's cockpit for the first time (start point 20,000 feet at 600 mph with Colonel Tomb already turning in towards my 'six'), this is what happened to me. Within 30 seconds there were hundreds of tracers flying past my cockpit, loads of booming noises, and my Phantom was juddering about like someone who isn't very good at roller-skating. A text message popped up at the top of the screen saying "Wing damage". Aha! Then another:





"Heh, heh! Good job this is just a simulator," chuckles Chuck as you go into a stomach-churning tail spin.



Dammit! Just when I get close enough to play 'scissors, paper, stone' with the B-29 tail-gunner, my flaps jam!

"Severe Engine Damage". Uh oh. I was then informed that I'd been badly hit and was about to die from my wounds – I'd copped three 37mm shells in the head. I ejected, but died before I hit the ground, hanging limply from my 'chute all the way down. This is a bit too hard – I'll try creating my own mission...

CREATING A MISSION

It's all so simple that even George Formby could have managed it. Click on Create Mission and you move to a screen that says "There I was in my ..." You click on the plane you want (from the six allowed) and then up pops "At ... feet", where you choose one of the start heights allowed (2,000 feet, 5,000 feet and so on). Then up comes "When I ..." and you supply either "jumped..." "saw..." or "was jumped by..." Then comes the number of enemy aircraft you want – from one to five, followed by the type of plane you want to attack/be attacked by. This particular sub-routine can be revisited twice more, thus allowing you to have up to 15 planes after your blood. (And there are *17* different opponent planes to choose from!) The final message goes "The guys in those planes were..." and you just supply "amateur", "mediocre", "good" or "excellent". So the sentence you construct could read anything from "There I was in my P-51 Mustang at 30,000 feet when I saw one P-51 Mustang. The guy in that plane was excellent," to "There I was in my MiG-21 at 5,000 feet when I was jumped by three P-51 Mustangs, two F-4 Phantoms and one Me-163. The guys in those planes were amateurs." Yes, it's mix 'n' match time, with no reality constraints regarding the types of aeroplane you'd find shooting at one another in a real war.



A B-17 – the 'slimline tonic' bomber.



PC

Dunc: Chuck Yeager, eh? What a star. Not only is he a veteran of three wars and the first pilot in the world to exceed the speed of light (*the speed of sound actually. Ed.*) but he's also as famous as Douglas Bader (and he's still got both legs intact). There have been more flying games bearing Chuck's name than there are, er... hundreds and thousands on top of one of those lovely little chocolate cup-cake thingies.

There's been one, tiny, little, niggly problem with all the billions of Chuck Yeager games to date, however – they've all been crap. But this one isn't. This one's absolutely brilliant – a corker amongst corkers. Coded by the same team who did *LHX Attack Chopper*, *Chuck Yeager's Air Combat* is actually more fun than *Red Baron* and *Their Finest Hour* combined, which is really saying something. Okay, so it's nicked a bit from this game, a bit from that game and a bit from another, but at the end of the day it really is the mutt's nuts – with excellent sound, graphics and playability. (The detail on the aircraft polygons isn't so 'amazing' that the game runs at a snails pace, but it's of sufficient complexity to make the exterior views great to look at when you're boring your friends senseless with your pre-recorded missions.)

Oh dear, I've got to find a fault with the game somewhere, haven't I? Er... well, some of the ground objects (mountains for instance) occasionally appear as if from nowhere, but then you're not really looking at the ground – you're checking the sky. So what else? Um, when there are 15 planes on-screen at the same time, jerkiness does set in somewhat (sorry, I'm nit-picking now). Er, er... something more substantial. Ah, yes – there's a load of sampled speech from the man himself (i.e. Chuck) telling you how you've done and so on. Well, on one occasion I accidentally crashed into a B-17 (both the B-17 and my own Mustang were destroyed). And what did Chuck say to me in his digitised southern drawl when I reached the debriefing screen? "Hey, that's mighty good flying!" What a dork! STOP

THE VERDICT

G	GRAPHICS	91
S	SOUND	91
A	ADDICTIVENESS	94
E	EXECUTION	92

It's a crowded market, but if you're thinking "Hey, I'll buy a flight sim this week", then get this one!! It's the mutts!!

94



Hot diggety dog! Ah've got three pesky MiG-21s armed with heat-seeking missiles on mah tail! Looks like ah picked the wrong day to take the experimental Heinz curried baked bean-powered Phantom for a spin!

CINEMAWARE™
Proudly Present

DOUBLE-DOUBLE BILL

An extravaganza of the very best Amiga action from the premier producers of quality entertainment software .... Cinemaware.

Featuring:

TV Sports Football : Strap on your helmet and get ready for an American Football Simulation that looks exactly like the real thing!

Lords of the Rising Sun : Welcome to twelth century Japan! Become Shogun in an epic quest to redeem your family honour.

Wings : Relive the action, glory and seat of the pants excitement of a WW1 Allied Fighter pilot!

TV Sport Basketball : Lace up your high-tops and get psyched for a fast breaking, in your face, full court 5-on-5 pro basketball simulation.

HOLLYWOOD

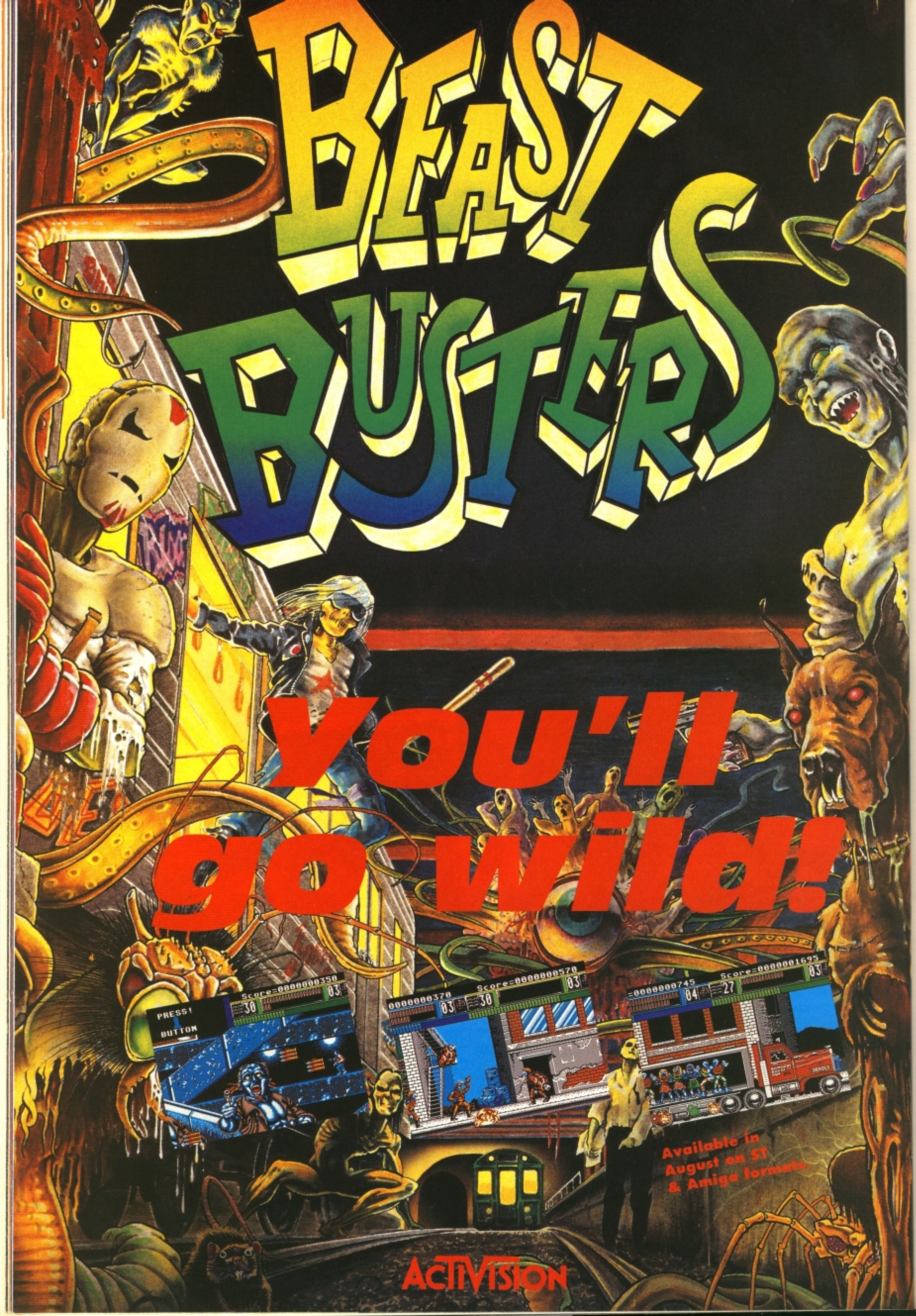


Amiga Amiga Amiga Amiga

MIRRORSOFT

Cinemaware is a brand name of Mirrorsoft Ltd.

© Mirrorsoft Ltd. Irwin House,
118 Southwark Street, London. SE1 0SW.
Tel: 071-928 1454 Fax: 071 583 3494



BEAST BUSTERS
You'll go wild!
PRESS! BUTTON
Available in August on ST & Amiga formats.
ACTIVISION

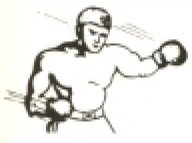
UNDER WRAPS



ARCADE ALCHEMY

US Gold is converting two arcade beat 'em ups at the moment – *Final Fight* and *Alien Storm*. Duncan *'I Can Be 'Techy' When I Want To Be, You Know'* MacDonald soon manages to prove that he, er... can't.

FINAL FIGHT



If you've been anywhere near your local arcade just recently, you'll have seen this game. In fact, you'll have seen it even if you *haven't* been anywhere near your local arcade, due to the sprites involved – they're very big, you see. So big that, apart from the Great Wall of China, they're the only man-made creations that can be seen from the moon with the naked eye. "How on earth is US Gold going to convert such a mutha?" you may be asking. Well, we'll be getting to that in the section titled "The 'Techy' Bits" which is coming up in a minute. But first you have to read the section titled "The Plot".

THE PLOT

Two 'blokes' have to rescue a 'chick' who's been 'kidnapped'. Er... that's it, really. *(No it's not. Actually, the 'chick', Jessica, is the Mayor's daughter and has been kidnapped by a spook gang called The Mad Gears. In return for her release, they want the Mayor to turn a blind eye to their drug smuggling, their gambling and their Cool Dude Smartie counterfeiting racket. Ed.)*

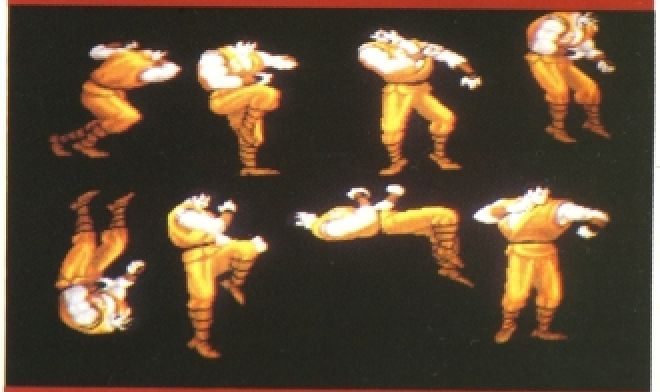
THE 'TECHY' BITS

Blimey! There already? Right – Creative Materials, the company commisioned by US Gold to do the 'dirty work', had a bit of a problem on their hands faced with *Final Fight*, because the Capcom coin-op they were presented with used some new and rather sophisticated hardware. (Well over four megabytes of instantly accessible memory on board with about fifteen trillion colours at its disposal.) Not only could the thousands of scenic backdrops utilise this palette virtually to its entirety, but each of the hundreds of different sprites could be absolutely any size required (in this case big, very big and f****** big). And they could all still move around the screen at the speed of light (or thereabouts). Add to that the fact that every single sprite had its own *individual* palette of 16 colours and they ended up with, as they say in the arcade-conversion trade, "a right royal pain in the arse". Oh dear. So where could one start?

Well, the first job was down to the boffins (as usual), who built an interface which was linked to the coin-op, enabling them to decode and download the game's ROMs, bit by bit, straight onto the Amiga. The back-grounds, the various objects, the nasties and the central characters were slowly sucked into 16-bitsville, each carrying its very own palette. Problemus extremus – the poor old Amiga just couldn't cope! Had it been human it would probably have gone on holiday, but the boffins were undaunted because they had a secret weapon hidden up their sleeves – the Creative Materials' artists. After the boffin-work was complete and the backgrounds had been 'decomplicated', the artists were put on the case. They were handed a massive stack of disks loaded with the backdrops, sprites and everything else – all roughly the same dimensions as the coin-op original, and all re-mapped to the same 32 colour Amiga pallete. Bleuuurgh! What a mess!



The 'What people do when they've stubbed their toe rather badly' sprite routine.



The 'How to get the very last bit out of a tube of toothpaste' sprite routine.

(Arcade Shot)



The geezers do their 'Guardian Angels' bit on the subway.



The 'trying to open a locked door' sprite routine.



The arcade Final Fighters decide to add to their collection of VW badges (engines, chassis, wheels ...)

TO THE PLOT ONCE MORE

If you read "The Plot" section, you'll know the basics. You (and a friend, if in two player mode) have to rescue a 'kidnapped chick'. But what of the levels? Well, there are six in all, each broken into three parts. Fight your way through the street and into the warehouse, then flail your way down the stairs into the subway. Fight your way along the platform and try to survive until the train arrives. Then, once on the train, you fight again – not for a seat, but for your life. *(A bit like London's Northern Line on a Saturday night. Ed.)* Then, once off the train... well, you know the drill, don't you. Punch, kick, knee, headbutt, throw and piledrive your opponents into the ground until they start flashing and mysteriously disappear. Or pick up objects and use them on your opponents until they, um... start flashing and, er... mysteriously disappear. There are two bonus stages, by the way – in the first one you smash up a car you find parked at a petrol station and in the other one you smash loads of windows in a factory. *Final Fight* is a real hoot, as anyone who's plugged away at the original will know. But (and here's the burning question) has US Gold pulled it off gameplay-wise on the conversion? Well, as it's still at the 'not quite finished yet' stage, we don't actually know. However, we *can* show you some of the sprites. In the finished version, they'll be about the same size as a packet of fags (but won't carry a Government Health Warning). What we've got ourselves here is a 'could be totally brilliant' or 'could be totally crap' conversion.



STILL A BIT 'TECHY'

A very long time passed, many an early hour was worked into and *D-Paint III* programs earnt their keep, but eventually there was a light at the end of the tunnel. The artists had performed admirably and successfully removed 800,000 colours while keeping things looking sort of the same. And they were rewarded well for their labours. They were taken to a cold, dark place, bundled together and shot dead by US Gold's machine gunners (cheaper and less complicated than cash payment). But there was still a slight prob. The boffins discovered that the graphic data produced by the now-deceased artists still took up over three megabytes. Uh-oh! Silly plonkers – they deserved what they'd got. So some of the animation had to go walkabout – but not much. But, thanks to sprite-flipping routines and pallette-switching while the game was in progress, the boffs realised that almost everything the arties had produced could be retained. The truest conversion they could create had been created. "Phew!" they gasped, handing the disks back to US Gold. And then, like the artists before them, they were rewarded. They were taken to a lonely spot and murdered. *(This murdering bit isn't quite true, actually. Ed.)* STOP

WHAT'S WHAT

TITLE	Final Fight
PUBLISHER	U.S. Gold
FORMAT	ST/Amiga/PC
PRICE	£25.99
RELEASED	September



ALIEN STORM

It's 'bounce around the screen and kill things over six levels' time again, still with a simultaneous two player option, but with a different slant – there's not a kidnapped chick in sight, just loads of aliens. "After searching the galaxy for a new planet to inhabit following the ruination of their own through lack of environmental awareness, a group of aliens has decided to colonize earth."

They're in for a shock, eh? Travelling all those light years to take over a planet which is in much the same state as their own. Still, they're adamant about the invasion, so luckily earth has a fearless duo who call themselves "The Alien Busters". (Or, if you haven't got a friend to play alongside you, one fearless person called "The Alien Buster".) Either way it's a fight to the death, but in this game the action doesn't all take place in the same mode. Each level is split into three parts, all of which have a different form of action. The first part is a horizontal scroll-in-stages beat/shoot'em-up (much like *Final Fight* et al); the second is a rapid horizontally scrolling shoot 'em up (á la *Forgotten Worlds*) and the third is an into the screen *Oppo Wolf* affair. We can't comment on the gameplay, as *Storm* won't be completed for a while. But you can have a gander at the graphics.

WHAT'S WHAT

TITLE	Alien Storm
PUBLISHER	U.S. Gold
FORMAT	ST/Amiga/PC
PRICE	£25.99
RELEASED	September

PIC A: The Dartford suspension bridge is almost complete – but there's just one last task. And guess what it is? A bit of Alien Busting, that's what!

PIC B: Well, that bit of bridge completion certainly took its toll on our hero. For some reason known only to himself, his head seems to have fallen off.



A (Arcade Screen.)



B (Arcade screen.)

"A BEAUTIFUL PUZZLE GAME WITH ASTONISHING HIDDEN DEPTHS"
"A good arcade adventure is a joy to play...and there's no shortage of gameplay here.
If exploring and shooting's your thing, then there's enough here to
keep you happy 'til the cows come home"
THE ONE



The strangest things happen in fairy tales - but nothing so strange as the experiences you will encounter on your travels as Cornelius the Elf. Your magic ring can cast many spells, increasing in power as you tread deeper into the mystical lands of gooks and goblins. Even the castle guards, low-life beings with the IQ of a cold-steel rivet, are on a get-smart campaign. They may seem a little backward to start with, but these rivet-headed, bover-bullies will soon become cantakerous, tricky-dickies if you let them. Many wierd, villainous creatures and devious puzzles test your game-play technique and your gnostic powers. You can even control some of the background game features, allowing you to get to where you *think* you should be. Numerous secret areas lie deep within the forest where vital clues can help you with your quest, but beware...

YOUR OWN GHOST MAY MATERIALISE TO HAUNT YOU!

OCEAN SOFTWARE LIMITED
6 CENTRAL STREET
MANCHESTER M2 5NS
TEL: 061 832 6633
FAX: 061 834 0650

ocean

ATARI ST & CBM AMIGA



HEART OF CHINA

Although famed for its granite-like qualities, *Lord Paul Lakin*'s vital organ started to flutter at the idea of Dynamix's *Heart Of China*.



Ah, me! The romantic days of early aviation... Sput, sput!

Ah, the thrill of those Saturday afternoon matinées. Wolfing down a lunch of fish fingers and beans before rushing off to the Roxy for a quick fumble (and, if you were really lucky, a slightly vinegary kiss) with Maureen The Back Row Queen. In between all that adolescent groping, there'd be the chance to watch Flash Gordon or Dick Barton doing deeds of derring do. (De-do, de-do, de-do.)

Now you have the chance to recapture the spirit of those classic films with *Heart Of China*, an adventure produced by Dynamix (the people behind such classics as *Red Baron* and *A10 Tank Killer*). With a pedigree like that there's clearly a treat in store, so get settled down in your chair, offer Maureen a chocolate eclair and get ready for a real story, just like they were in the good old days.

WHAT'S WHAT

TITLE	Heart of China
PUBLISHER	Dynamix
FORMAT	PC
PRICE	£40.85
RELEASED	Out now

WHAT TO DO

Hong Kong 1928, First World War Air Ace Jake Masters is down on his luck and down in the docks. His business partner has just upped and left with his secretary and his money. To make matters worse, and they always get worse before they get better, his major creditor Eugene Lomax wants his money back and isn't too worried how he goes about getting it. As a gentle reminder, he's already sunk Jake's Sampan.

However, Lomax is not without his problems (no, honestly – being a rich businessman can be hell at times). His daughter has been half-inched by bandits while tending seriously ill but suitably humble peasants. Lomax wants his daughter back and he's willing to pay. Save his daughter and he might forget about the debts. Better still, he's willing to cough up $200,000. But he's imposed a sliding scale on your salary – $20,000 deducted for every day you take.

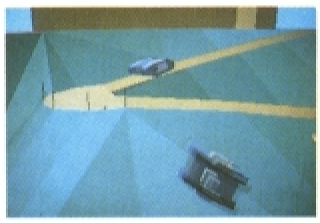
So you'd be wise to take some help. And as the old saying goes "You're never alone with a Ninja" and no true adventurer would be seen without one. Before setting out Jake must attempt to team up with Zhao Chi the best ninja in town. That done, it's off to rescue the lovely Kate and your adventures are only just beginning.

HOW TO DO IT

Despite the complexity of the plot and the range of options open to you, *Heart Of China* has a very simple control system. All actions and inventories can be accessed via the mouse. As you move the cursor over the screen it changes shape to reveal which objects you can use and which are just there to make a nice picture.

Conversations don't involve typing in endless sentences and receiving replies like "I do not understand the word quickie". Instead, you are offered three or more conversational gambits to select – from a fairly innocuous remark such as "Could I possibly have a small glass of lemonade?" to huge slices of machismo like "You'll be giving me that drink or you'll be learning to walk without legs." It's up to you to select the correct phrase bearing in mind who you're talking to.

As well as dealing with the dangers and puzzles of your adventure you also need to deal with the relationship between Jake, Chi and Kate. After all, money is not the most important reward in the world, is it? Then again...





Ever resourceful, Lord Paul tries to amuse Kate with her own personal 'flag'.





"Shoot tank," says Chi. Anything to oblige!

WHERE TO GO

Heart Of China is not a linear adventure, there's more than one path to your goal. In fact there's more than one goal. You can succeed completely (candle-lit dinner for two in Paris with Kate followed by plenty of spondoolicks), succeed reasonably (ie end up in Paris with the spondoolicks but not Kate) or fail utterly (ie freeze to death on a mountain top).

Along the way you will make the occasional irreversible decision. On so doing you'll be greeted by a rather ominous signpost appearing on the screen. This isn't to tell you that 'you screwed up', but simply that there was another (but not necessarily better) line of action open to you. They add a rather eerie feel to the game, a sense that you are burning your boats. Perhaps that's rather fitting, in view of Mr Lomax's pyromaniac attack on your poor old singed Sampan.



AMIGA

Paul; I usually find adventure games a real disappointment. The stories often sound really gripping so I settle down in front of the screen expecting a really escapist afternoon. Once the game's loaded it usually takes about 6.4 pico seconds to completely hack me off.

Not so *Heart Of China*. Okay it took a bit of hassle to load but I could never get angry with this game, I like it far too much. Like it? I love it. I want to to take it away from this cruel world, run away to a beautiful desert island where we can be together forever. Ahem... sorry, but take a look at the graphics in *Heart Of China* and you'll find your emotions bubbling in all sorts of strange ways. The brilliant use of digitised pictures and real actors makes this the closest a game has come to being a film outside the much-postponed world of CDTV.

The gameplay is refreshingly straightforward, especially when you bear in mind the scope of the adventure. From back street Hong Kong to a castle in China and on via Kathmandu to Istanbul and the Orient Express, it's all there and it's all excellent. The interaction and developing relationships between the various 'good guys' is a highly imaginative and extremely effective touch.

The arcade sections are not simply notional add ons. They stand up as games in their own right, giving more than a nod at previous Dynamix outings such as *A10*. This might explain why Dunc kept me waiting to go to the pub while he had just another go on the tank section. As if I couldn't have completed it by myself. (Hem, hem).

There must be something wrong with all this. Well, the price is one thing that springs to mind. My other reservation is with the difficulty level. I've a sneaky feeling that out and out adventurers might find the game a bit too easy – too many clues and not enough red herrings. But the only real flaw in *Heart Of China* is Jake Masters himself – he's such an arrogant, loud-mouthed bigot, you almost want him to fail. (Until you remember he's you.)

These are mere quibbles, however. Beautiful graphics, an impressive variety of locations and an incredibly user-friendly control system make *Heart Of China* simply the most enjoyable adventure game I've ever played.

GRAPHICS 94	ADDICTIVENESS 92	OVERALL 93
SOUND 87	EXECUTION 95	

STOP



Unless you're a fully bearded member of the adventuring fraternity, even the most beautiful game is going to pall after a while if you don't get a bit of action. Fortunately, *HOC* comes complete with two arcade sections. One a frantic tank chase come shoot out, the other a punch up on the roof of the Orient Express. Out and out text maniacs with beards reaching below the knee can opt to skip the action completely.



WHO TO DO IT WITH

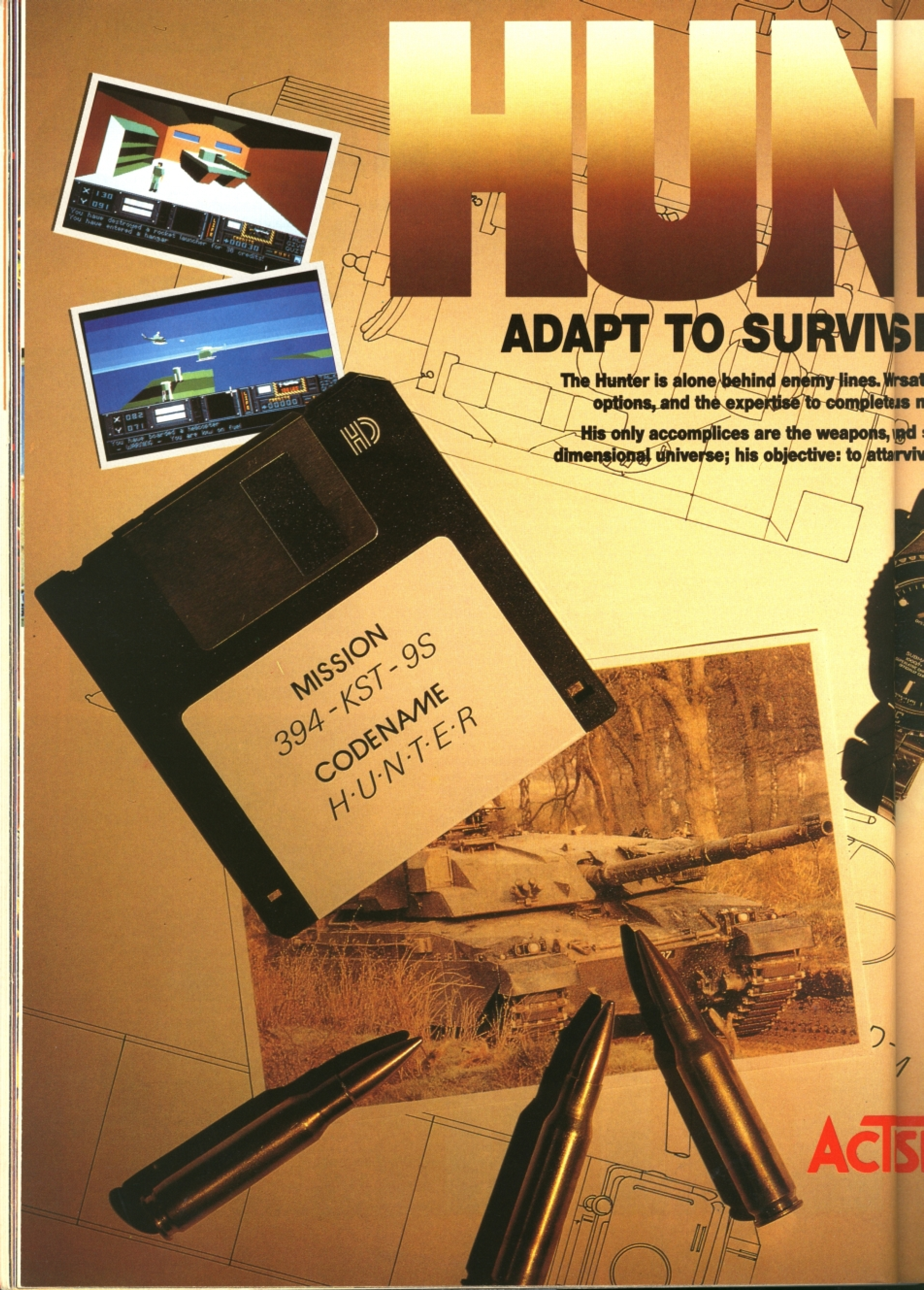
JAKE 'LUCKY' MASTERS: Cursed with one of the most unsuitable nicknames imaginable, Jake is an enormous ego in a leather flying jacket. After three drinks he starts telling boring stories about the war.

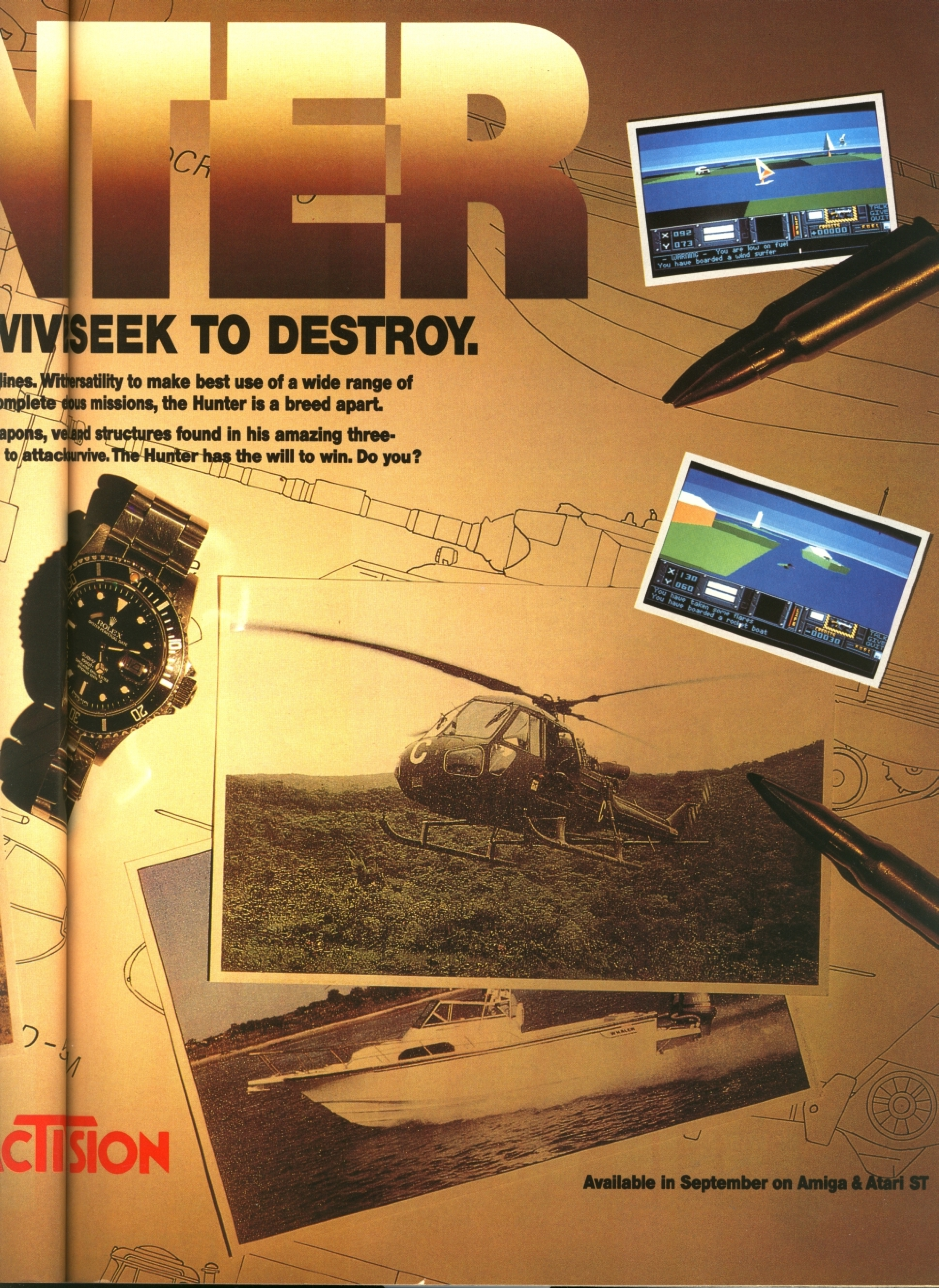
ZHAO CHI: Dressed from head to toe in black this guy is either a ninja or a manic depressive. Possesed of a reassuring line in caution and an unrivalled collection of early nineteenth century German erotic literature.

KATE LOMAX: The face that launched a thousand hypodermics, Kate is a nurse, a kidnap victim and winner of Little Miss Smiling Baby 1902. She is possessed of a nice smile and reassuringly large amounts of money.

LEO PARD: Star of such films as *The Jungle Book, Who's That Girl* and *12 Angry Men*, Leo Pard has only a very minor role in *HOC* – more of a walk on part, really. Easily the most good looking member of the cast.

LI DENG: With a name like that and a moustache like that, this guy must be the villain. He is possessed of some reassuringly evil turns of phrase and comes complete with a bunch of extremely unsavoury friends.

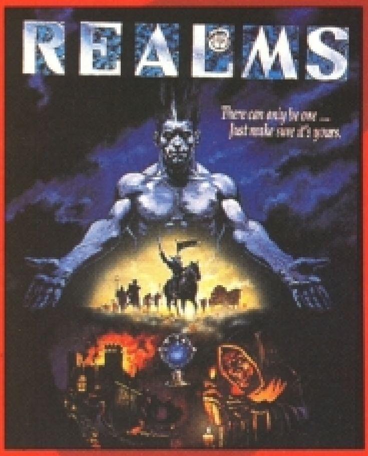

HUN
ADAPT TO SURVIV
The Hunter is alone behind enemy lines.
options, and the expertise to complete
His only accomplices are the weapons,
dimensional universe; his objective: to
You have destroyed a rocket launcher for 30 credits!
You have entered a hangar
You have boarded a helicopter
HD
MISSION
394-KST-9S
CODENAME
H·U·N·T·E·R
ACTI

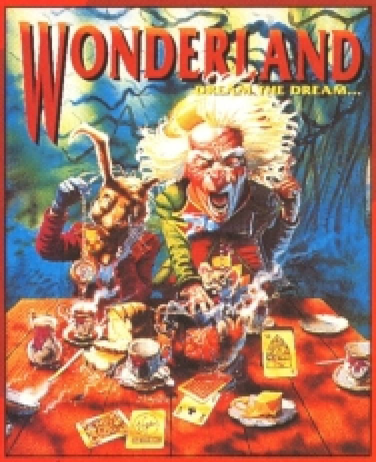


NTER
VIVISEEK TO DESTROY.
lines. Witersatility to make best use of a wide range of
omplete cous missions, the Hunter is a breed apart.
apons, veand structures found in his amazing three-
to attackurvive. The Hunter has the will to win. Do you?
X 092
Y 073
WARNING - You are low on fuel
You have boarded a wind surfer
X 130
Y 060
You have taken some flares
You have boarded a rocket boat
TALK
GIVE
QUIT
ROLEX
CTISION
Available in September on Amiga & Atari ST

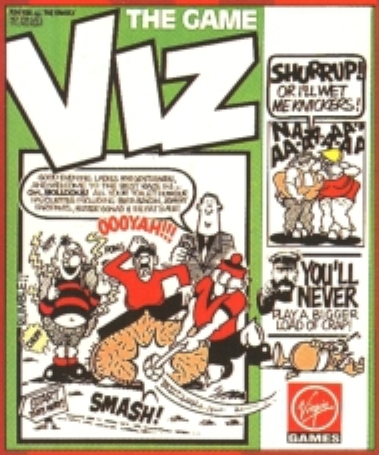
100% PURE ENTERTAINMENT

REALMS
"Let's make no bones about it. Graftgold's REALMS looks like being the game to topple PowerMonger as the greatest strategy game on home computers... it's going to be a stunner!" C&VG. Released in Autumn on **IBM PC, Amiga and Atari ST.**

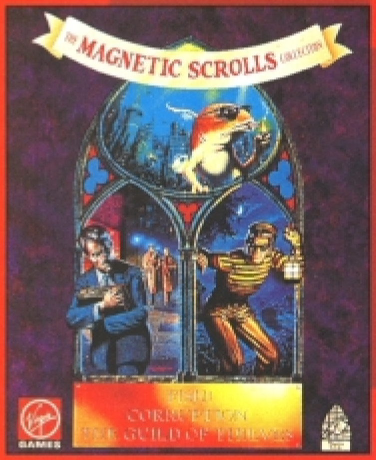




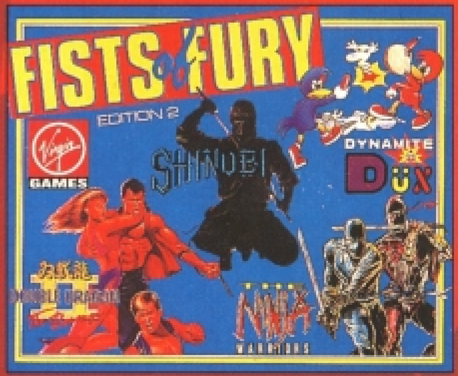
WONDERLAND
Puzzles, conundrums, potions, a caterpillar, mushrooms and a very mad hatter for your **IBM PC, Amiga, Atari ST and Archimedes.**



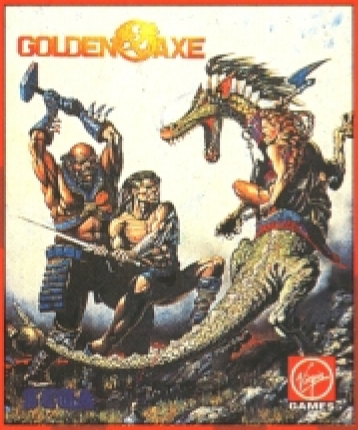
MAGNETIC SCROLLS COLLECTION VOLUME 1
Corruption, Guild of Thieves and Fish - three classic adventures enhanced to run under Wonderland's new Magnetic Windows system. Available on **IBM PC, Amiga, Atari ST and Archimedes.**



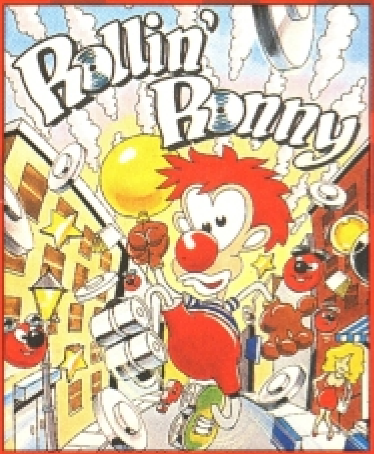
VIZ - The Game
Play the part of Biffa, Buster or Johnny in this romp through Fulchester. Not for sale to minors. Available on **Amiga, Atari ST, C64, Spectrum and Amstrad. Coming soon on the IBM PC.**



GOLDEN AXE
The smash hit coin op hacks and slashes its way onto the small screen. "Best 16 bit coin op conversion" - 1991 Golden Joystick Awards. Available on **IBM PC, Amiga, Atari ST, C64, Spectrum and Amstrad.**

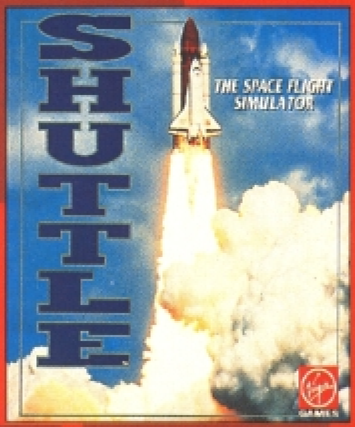


ROLLING RONNY
Ronny's the coolest dude in town. Help him skate through nine levels of bizarre creatures, superb animation and weird power-ups. Released in Autumn on **IBM PC, Amiga, Atari ST and C64.**



FISTS OF FURY
Battle your way through four of the biggest selling games of all time - Double Dragon II, Shinobi, Ninja Warriors and Dynamite Dux. Available on **Amiga, Atari ST, C64, Spectrum and Amstrad.**

SHUTTLE
The most authentic spac simulation ever. Released i the autumn on **IBM P Amiga and Atari ST.**



EXCALIBUR
A rich blend of fighting, fantasy and strategy set in Arthurian Britain. Available on **IBM PC, Amiga and Atari ST.**



SUPREMACY
"...the ultimate in strategy games. A classic" CU Amig Available on **IBM PC, Amiga, Atari ST and C64**



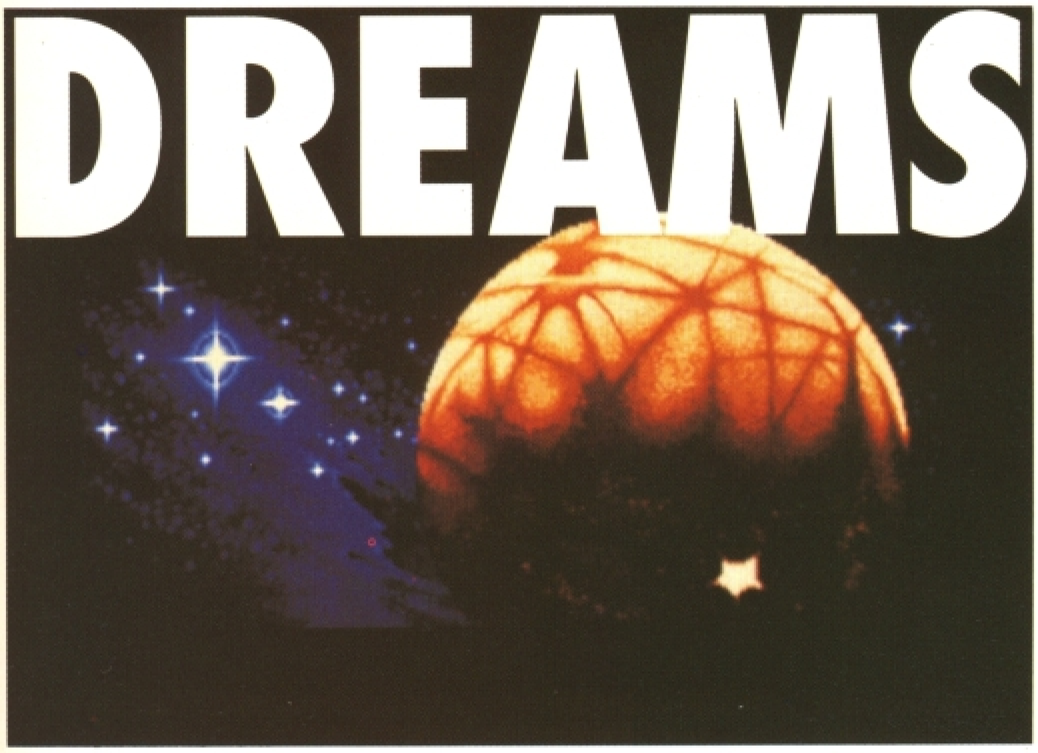
COMING SOON... 3D SNOOKER AND FLOOR 13.

100% PURE ENTERTAINMENT

ADVENTURES, ARCADE, ARCADE ADVENTURES, BEAT 'EM UPS, COIN-OP CONVERSIONS, COMPILATIONS, FRP, PLATFORM, RPG, SHOOT 'EM UPS, SIMULATION, STRATEGY. WHATEVER YOUR TASTE, THERE IS A VIRGIN GAME FOR YOU..

Virgin GAMES

MARTIAN DREAMS



Not satisfied with owning more land in Britain than the Queen, *Lord Paul Lakin*'s eyes drift to the stars as he shares some *Martian Dreams* with Origin.



There have been some very bizarre accidents. In fact it's surprising that Gyles Brandreth hasn't produced a book about them, titled *Gyles' Jolly Book Of Bizarre Accidents* (He could put himself in for starters.) However, even cheery Gyles burrowing away like a busy little mole through the newspaper clippings is unlikely to turn up anything as bizzare as the scenario to *Martian Dreams*.

Avatar, hero of all those *Ultima* adventures, has been summoned back to 1895. Before he has time to re-adjust to his new surroundings or think "Blimey, they're never going to believe this down at the Dog And Duck," Avatar is asked to join a mission to Mars to rescue any survivors of an earlier expedition. Nothing weird so far. The fact that this expedition was fired from a rocket in a fairground may seem odd, but not seriously bizarre. A glance at Avatar's fellow rescuers reveals such not-famous-for-being-astronauts type of people as Sigmund Freud. By now the Bizarre-ometer is beginning to twitch. You ain't seen nothin' yet – the original expedition contained dozens of the Victorian era's most famous scientists, artists, politicians and even cowboys. Once you get to Mars you're likely to run up against Andrew Carnegie, Calamity Jane, Theodore Roosevelt and more, including Rasputin (complete with, er... 'interesting' wart) and H.G. Wells. That noise is the Bizarre-ometer blowing a fuse.

The actual style of the adventure will be familiar to fans of Lord British's other adventure games. Puzzles dominate, but there *are* combat elements and some character interaction as well. As well as



The boss always said I'd get fired!

Avatar you are initially able to control Dr Spector and Nellie Bly. As you journey through the highways and byways (well, deserts and canals, to be honest) of Mars you may pick up other chums who you'll also be able to control.

You'll need all the help you can get, since finding the expedition survivors is only a small part of your problems. We're talking resurrection of entire species and dabbling around with Dreamworlds. No sign of Freddy, though – he's about the only person who doesn't turn up!

WHAT'S WHAT

TITLE	Martian Dreams
PUBLISHER	Mindscape
PRICE	£36.99
FORMAT	PC
RELEASED	Out now

PC

Paul: I must admit I've never had any Martian dreams, unless Martians wear thigh high leather boots and leiderhosen with big buckles. Origin's dreams clearly consist of a mixture of H. G. Wells, Jules Verne and a sprinkling of *Back To The Future III*. Added together they make quite a pokey cocktail.

The graphics and story-screen catch the mood of the plot and era fairly well with a long intro setting the scene. That said, I can't help thinking that there's too much intro. Like so many Origin games, *Martian Dreams* uses more memory than a very large elephant. Quite a lot of this memory is taken up by the, albeit very attractive, intro. Since most people are only going to watch this intro once, it seems like rather a waste of space. This isn't an irrelevant grumble when you bear in mind that lack of spare memory meant I was unable to listen to the reputedly excellent music.

The game itself maintains a fairly high graphic standard, particulalry the surface of the planet and some of the interiors. Unfortunately this is offset by some rather jerky scrolling, but the detail in some of the smaller sprites is impressive. As with most Origin adventures, the control system is very straightforward (particularly if you've got a mouse) and relatively user-friendly. I found the parser rather

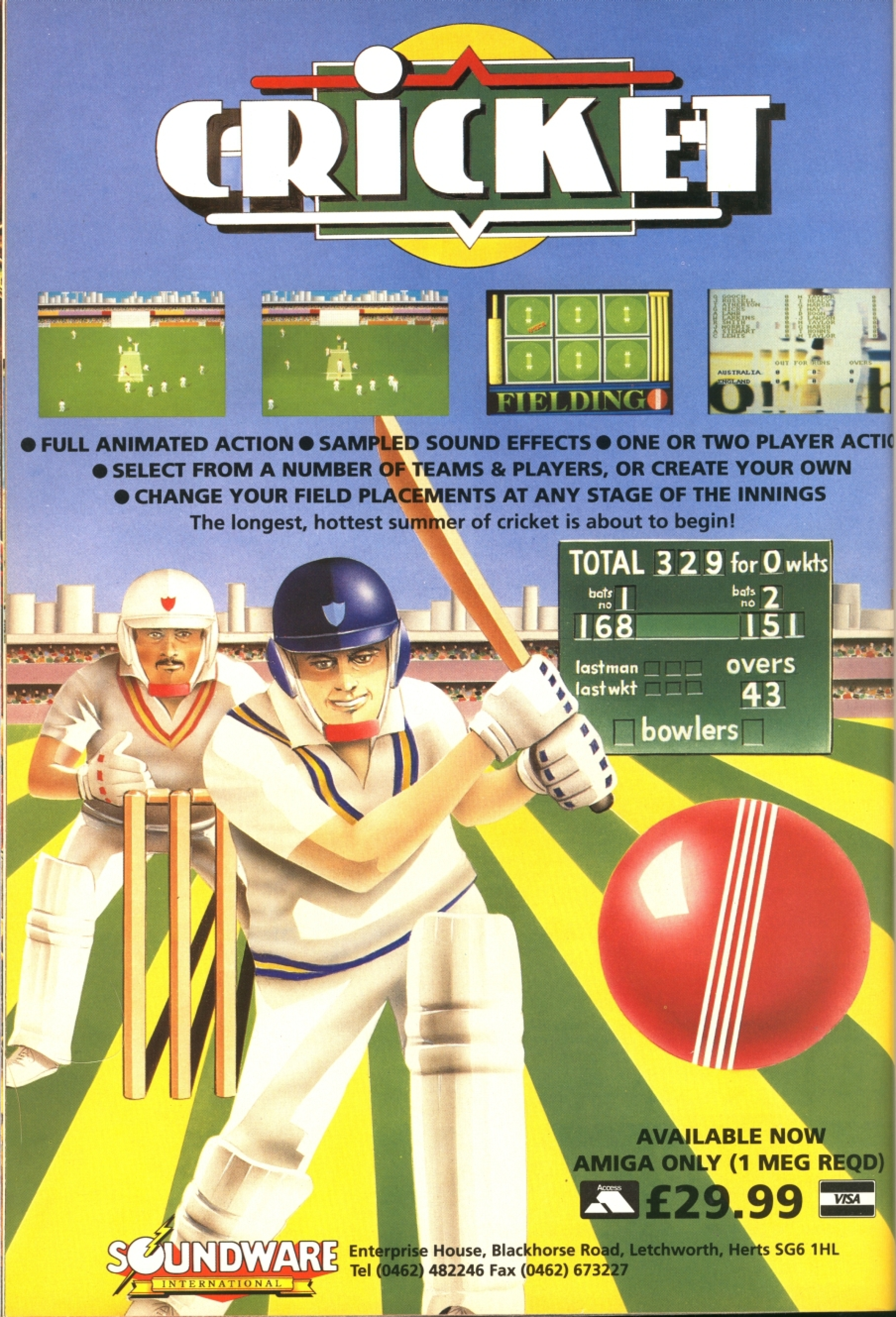


Fancy a pint of Duckhams?

limited, but I've never got on well with talking/typing in adventure games. Some people don't get on with adventure games at all, and considering the scale of the game and complexity of the puzzles *Martian Dreams* isn't going to cry out to the unconverted. Novice adventurers may find the game a bit much to get into. The seriously bearded will find plenty of satisfyingly demanding challenges and the perfect excuse not to sleep or wash for about three months.

An imaginative plot tacked onto a tried and tested system. If you're a fan of the *Ultima* games and have got the odd spare 800,000 Mbs of memory floating around, then this is for you, but then you probably know that already. STOP

SOUND 83	ADDICTIVENESS 84	OVERALL 86
GRAPHICS 87	EXECUTION 86	


CRICKET
FIELDING
● FULL ANIMATED ACTION ● SAMPLED SOUND EFFECTS ● ONE OR TWO PLAYER ACTIC
● SELECT FROM A NUMBER OF TEAMS & PLAYERS, OR CREATE YOUR OWN
● CHANGE YOUR FIELD PLACEMENTS AT ANY STAGE OF THE INNINGS
The longest, hottest summer of cricket is about to begin!
TOTAL 329 for 0 wkts
bats no 1
bats no 2
168
151
lastman
lastwkt
overs
43
bowlers
AVAILABLE NOW
AMIGA ONLY (1 MEG REQD)
Access
£29.99
VISA
SOUNDWARE INTERNATIONAL
Enterprise House, Blackhorse Road, Letchworth, Herts SG6 1HL
Tel (0462) 482246 Fax (0462) 673227

BEAST BUSTERS





So what's so dangerous about a candle? (It's dynamite, actually. Ed.)

Tired of spacecraft shoot 'em ups? Tired of driving games? Tired of flight sims? Tired of arcade/adventures? Oh dear, let's hope you're not tired of into-the-screen *Operation Wolf* clones too, because, as *Duncan MacDonald* discovers, Activision's *Beastbusters* is one of those very things...

WHAT'S WHAT

TITLE	Beastbusters
PUBLISHER	Activision
FORMAT	ST & Amiga
PRICE	£25.99
RELEASED	August

B*eastbusters* is easy to pigeon-hole – it's *Operation Wolf* in monsters' clothing (with bats, zombies and hounds from hell replacing soldiers of the Vietcong Army). Using the mouse to position your crosshairs on-screen, you press the left button to let off a hail of bullets or the Return key to launch a grenade. But use too many of either and guess what? You run out, don't you. So hoorah for the 'clip' and 'grenade' icons falling from the top of the screen, then. If you hit them, they become part of your ammo stash: more power to your killing-elbow basically. And what an elbow it must be, because, as you'll have come to expect of this genre, there's a virtually inexhaustable supply of nasties after your blood.



Beastbusters offers a bit of variety as it doesn't just confine itself to the horizontally scrolling world (like most of its predecessors.) Indeed no! There are also uppy bits, downy bits and pseudo 3D 'scrolling into the actual workings of your television set cor blimey, that's a bit jerky isn't it' bits to contend with as well. But how does the game fare as a whole? Read on...



'X' marks the spot... or the lamb biryani, in this case.

Dunc: *Operation Wolf* – that's what started the genre off in the arcades about three zillion years ago. You, an Uzi and a screenful of deadly VC soldiers. But what was 'the draw' of the oh-so-popular machine? Was it the sultry nurses in danger scattered liberally throughout? Was it the 'doggies in distress'? Or was it the fact you were fighting the Vietcong? No. It was quite simply the model of the Uzi sub machine-gun glued to the front: full-sized, matt-black and pretty realistic. Had you ripped one from the cabinet, you could probably have conducted several successful armed robberies. Anyhow, that was most certainly the draw... 'The Gun'.

However, here in computerland we don't have 'The Gun' – what we have is 'The Mouse' (in one player mode) and 'The Joystick' (for player two). Now I don't know about you, but I generally feel sorry for the 'Player Twos' of this world – and 'a Player Two' in *Beastbusters* is a good case in point. How on earth can you hope to aim quickly with a joystick?? You can't, that's the answer.



Anyway, I'd better not digress, so back to *Beastbusters*. Er, well, it's an okayish-if-not-particularly-brilliant conversion of the coin-op original which suffers from quite a bad dose of jerkiness in the 3D sections. Mind you, it's not really the 3D scrolling you're looking at in this sort of a game, is it? You're busy looking out for the nasties that are going to be lobbing sticks of dynamite at you, biting you... or doing various other things to you. So what of these?

Well, they range in size from the miniscule and hard to hit ones up to the large and easy to hit but just won't die ones. (And loads in between.) Some of them are well animated and some not, but there's one thing for sure – get a handful on the screen at the same time and your machine gun fire-rate moves into the slow lane – 'Rat mississippi, tat mississippi,' and so on. I'll have to admit to not being one of this genre's greatest fans – I wasn't particularly enamoured of *Operation Wolf*, *Thunderbolt* or anything else. *Beastbusters*, for me, is more of the same – not better, not worse. If you like the genre you'll enjoy it... it's quite good. If you don't like the genre, well... you *won't* enjoy it. Pretty obvious, really. STOP

GRAPHICS 80	ADDICTIVENESS 78	SOUND 78	EXECUTION 78	OVERALL 78

HOWZAT!

***Lord Paul Lakin* has never been known to bowl a maiden over. However, he was keen to cast his eye over these two new cricket games.**

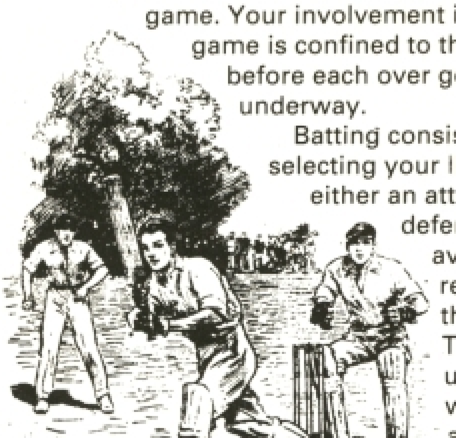


ROBIN SMITH'S

INTERNATIONAL CRICKET

Challenge Software/ST & Amiga/£25.99/Mid July

The first thing to say about this game is that it has very little to do with Robin Smith. His undoubted talents belong very much to the Allan Lamb 'chin up and get slogging' school of play – more of an arcade player, really. Yet Challenge Software has produced what is, essentially, a strategy game. Your involvement in each game is confined to the periods before each over gets underway.

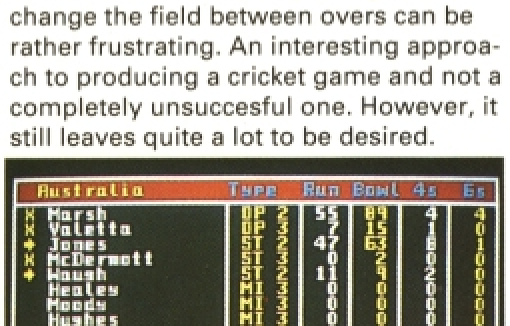


Batting consists of selecting your line-up and either an attacking, defensive or average response to the bowling. Then it's feet up time while the action of that over is played out in front of you. At the end of the over, you can adopt a different approach to the bowling or have a quick glance at the scoreboard.

Once you get a chance to bowl, you can set your field (once again there are five pre-set fields or a DIY option). You then choose whether to pitch the ball at either outside off, middle and leg or middle and off, choose a bowler (their styles are pre-determined) and let it all happen. Games can run to a maximum of 60 overs and a minimum of 40. Fortunately, there's a save game option.

Paul: At first glance this looked as if it was going to be a welcome alternative to sleeping tablets, being a sports game where you don't play any sport! Yet *RS International* is appealing, in a slightly hypnotic way (rather like real cricket). It's certainly user-friendly and the graphics during the game sequences are quite sweet. Since the game plays itself for much of the time it's one you can leave up and running and keep wandering back to.

That said, it's seriously flawed. For strategy buffs there isn't enough strategy. There are too few batting and bowling choices to allow you much room for manoeuvre. Worse, only being able to change the field between overs can be rather frustrating. An interesting approach to producing a cricket game and not a completely unsuccesful one. However, it still leaves quite a lot to be desired.



GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
71	71	68	71	70

CRICKET

Soundware International/ Amiga/£29.99/Out now



Considering the track record of English cricket recently, it's perhaps fitting that this game comes from Australia, scene of some recent humiliations. Let's forget these memories of defeat and get onto the pitch to play the game.

Cricket incorporates a similar system to that used in umpteen golf games. The power meter is divided into two sides. The meter rises on one side until you press fire. It then starts to fall down the other until you press fire again. Using this system you can select the bowler's pace and direction, your fielders' response time and aggression and the strength and accuracy of your fielders' return to the stumps. Batting is controlled in a similar way, with a power meter dictating the strength and amount of deflection of the shot. There is an added challenge here – you must position the batsman and time his shot using the joystick. Ah, yes – it's all to do with timing.

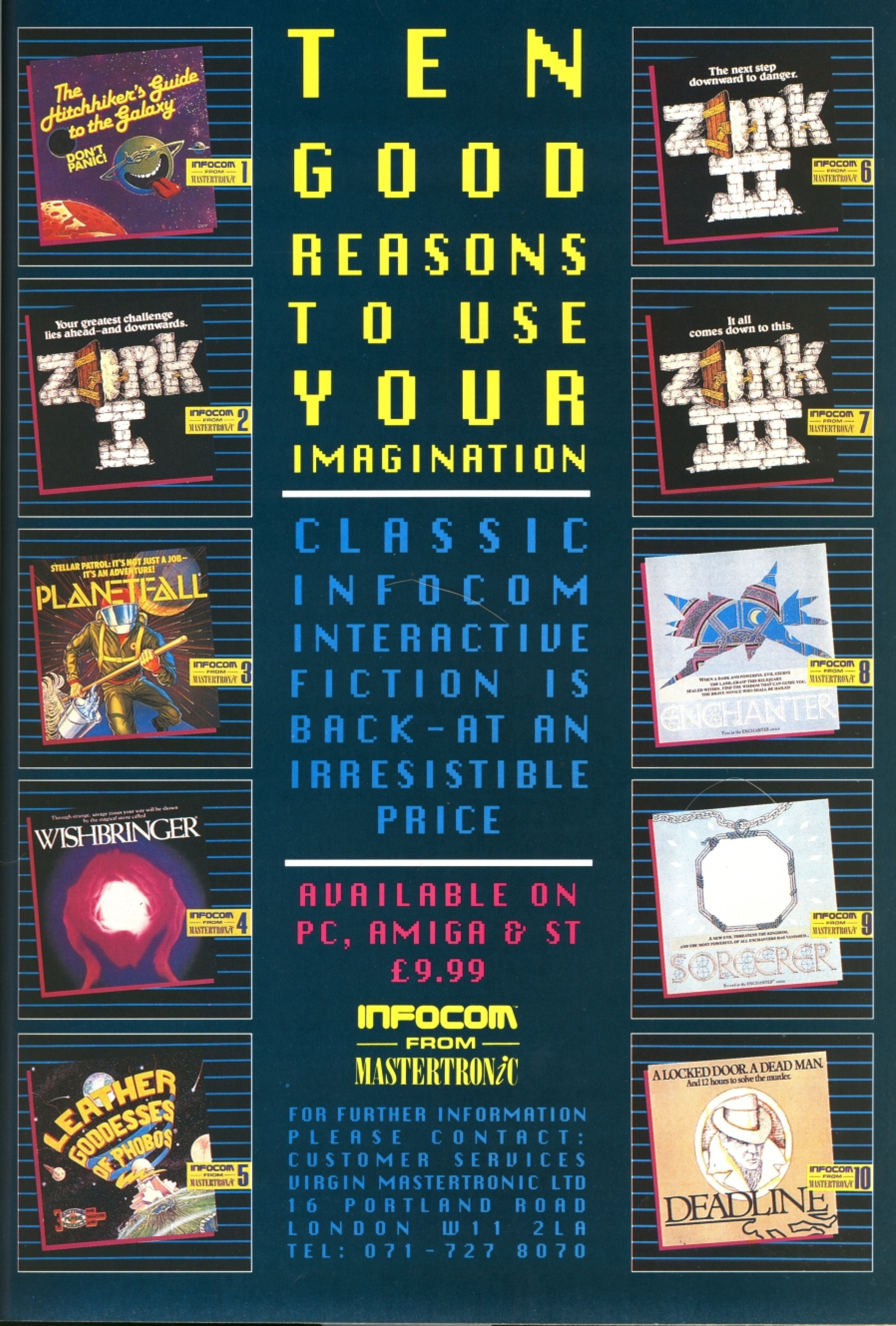


Paul: This has the makings of a very good game, but somewhere along the line it went off the rails. The graphics are more than reasonable and the idea behind the control system is a good one. So what went wrong?

Well, the first problem is the instruction manual – all the relevant information is there but in a pretty random order. Then there's the security system, which is of the 'find the word' type – it crops up repeatedly during the game, rather breaking the mood. Equally repetitive is the humour, which includes a streaker and weeping fielders. But the funniest thing is the sound – it seems to have been sampled using a dictaphone.

The gameplay works reasonably well, but is spoilt by graphics which aren't so much jerky as stop/starty. Basically, this game never really gets going.

GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
73	70	65	68	69


TEN GOOD REASONS TO USE YOUR IMAGINATION
CLASSIC INFOCOM INTERACTIVE FICTION IS BACK – AT AN IRRESISTIBLE PRICE
AVAILABLE ON PC, AMIGA & ST
£9.99
INFOCOM FROM MASTERTRONIC
FOR FURTHER INFORMATION PLEASE CONTACT:
CUSTOMER SERVICES
VIRGIN MASTERTRONIC LTD
16 PORTLAND ROAD
LONDON W11 2LA
TEL: 071-727 8070
The Hitchhiker's Guide to the Galaxy
DON'T PANIC!
INFOCOM FROM MASTERTRONIC 1
Your greatest challenge lies ahead–and downwards.
ZORK I
INFOCOM FROM MASTERTRONIC 2
STELLAR PATROL: IT'S NOT JUST A JOB–IT'S AN ADVENTURE!
PLANETFALL
INFOCOM FROM MASTERTRONIC 3
WISHBRINGER
INFOCOM FROM MASTERTRONIC 4
LEATHER GODDESSES OF PHOBOS
INFOCOM FROM MASTERTRONIC 5
The next step downward to danger.
ZORK II
INFOCOM FROM MASTERTRONIC 6
It all comes down to this.
ZORK III
INFOCOM FROM MASTERTRONIC 7
ENCHANTER
INFOCOM FROM MASTERTRONIC 8
SORCERER
INFOCOM FROM MASTERTRONIC 9
A LOCKED DOOR. A DEAD MAN.
And 12 hours to solve the murder.
DEADLINE
INFOCOM FROM MASTERTRONIC 10

review



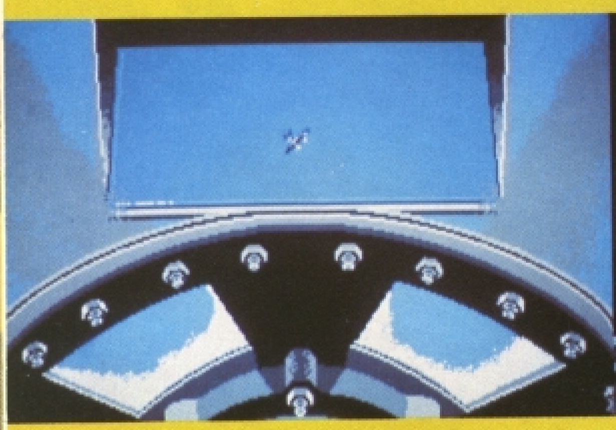
THEIR FINEST MISSIONS

You can't keep a good man down, they say. This is certainly true of *Duncan 'Head In The Clouds' MacDonald*. This time he achieves take-off at the controls of US Gold's new fangled flying data disk!

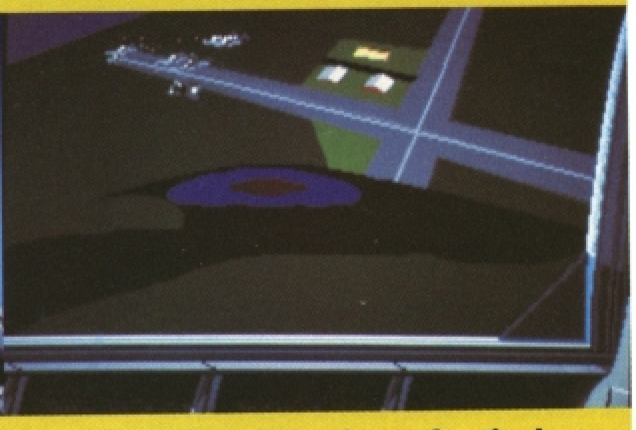
This *isn't* a game. Er... well, it *is* a game actually – but it's not a 'standalone' game. You can't buy it, stick it in your drive and go out killing, because it simply won't work. You need to own a copy of the original *Their Finest Hour* to be able to use this disk. You load it into the 'Fly Custom Mission' section of that game, whereupon you'll find a whole bunch of 'Custom Missions'. So there you are. You have been warned. If you don't own *Their Finest Hour*, by the way, then it's worth mentioning that it's (a) dead atmospheric (b) extremely good fun and (c) one of the few games which hasn't been removed from the ZERO PC's hard drive (which is what's called 'quite an accolade' when you get right down to it).

BUNNY WARREN AND THE NICKED SPITFIRE

BUNNY WARREN STOLE PLANES AND SOLD THEM ABROAD. HE'D BEEN DOING IT FOR AGES (AND WASN'T EVEN AWARE THERE WAS A WAR GOING ON...)



1 "Blimey, I've been rumbled by the coppers," thought Bunny as he checked his rear-view mirror and saw what he believed to be a Metropolitan Police Me 109E on his tail. It was, much to his disbelief, firing at him.



2 He dipped his wing and noticed an airfield within easy reach. "I'll put the kite down over there and run for it," decided Bunny. "I'll lay low for tonight, then nick a Froggy kite to sell back in Blighty tomorrow. Bloody coppers."



3 "Do wot?" spat Bunny, "The English rozzers have obviously got on to the Froggy rozzers and the ruddy snail-eaters have gorn and set up a road-block. Looks like my money for nothing caper's going for a burton."



4 "Gordon Bennet! They're all over the shop!" Bunny snatched his radio. "Coppers? You've got me fair an' square. I'm handin' meself in." (LATER...) "This is a funny old nick," thought Bunny 'Colditz' Warren...

PC

Dunc: *Their Finest Hour* was brilliant, and gave you the option to create missions of your own. Now here's a disk containing 23 missions created by US Gold. So, if you're happy enough with your own creations, you may not be very interested in this (although there are tiny tweaks in the selection on offer, such as to the pallette: make the sky and ground darker and change the yellow sun to orange and what do you have? Night missions, that's what!) Will you be interested in *Their Finest Missions* though, even with its couple of night-time scenarios? Well, if you simply can't get enough of the first game and need some more, then you will. If you're a bit stupid and can't work out how to use the original 'Custom Mission Builder', then you might/might not. If you've already created four hundred squillion missions of your own and are a bit bored, then you won't. A simple observation, but a very true one. Cast your eyes leftwards for a short storyboard to illustrate the change to the pallette. (Yup, you guessed it – it's one of the night-time missions)...

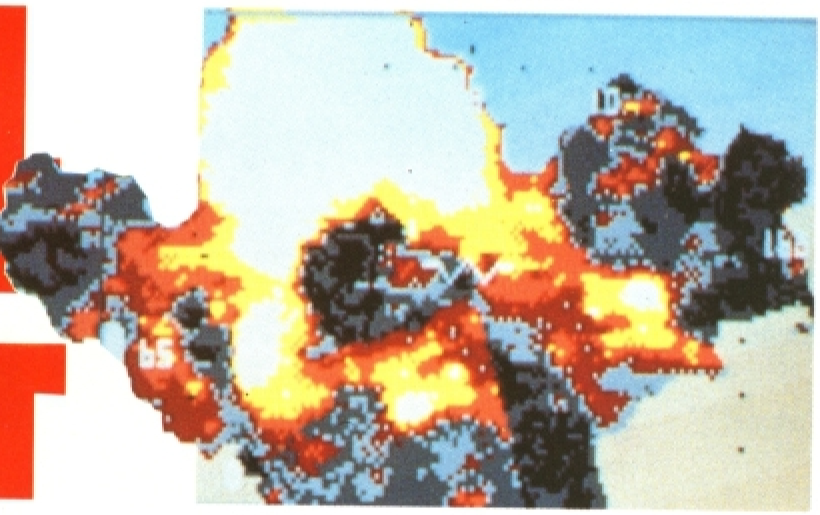
STOP

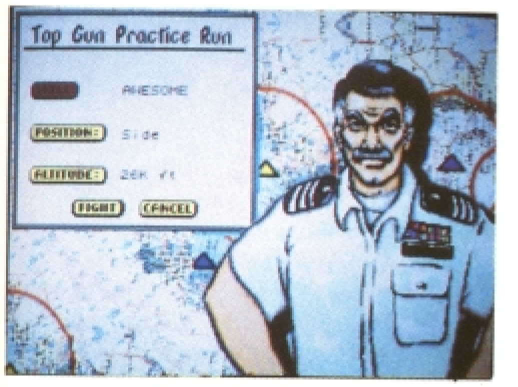
WHAT'S WHAT

TITLE	Their Finest Missions
PUBLISHER	Lucasfilm/US Gold
FORMAT	ST/Amiga/PC
PRICE	Tba
RELEASED	Late July

GRAPHICS	89	ADDICTIVENESS	90	OVERALL 84
SOUND	88	EXECUTION	80	

F★14 TOMCAT





"This is the third PC flight sim in a row, you know," whined *Duncan MacDonald* as he sat in front of Activision's *F-14 Tomcat*. "That's the way the cookie crumbles," replied the Ed. Duncan was outraged, "But poor old ST and Amiga owners are going to be on tenterhooks waiting for the conversions to come out." The Ed winked and said cryptically "Or maybe not, eh?" To find out why, read on...

Well, here we are, time for aerial jaunts again. So what does *F-14 Tomcat* offer on the options screen? Er... well, plane-wise (as you'll have cleverly worked out for yourself) there's an F-14 to be flown. But flown where? Iraq, Libya, Central America, Korea and Israel, actually.

The 'straight into the action' bit of the game offers five difficulty levels, which are quite easily summed up. You have to deal with two, four, six, eight or ten enemy aircraft respectively. Instead, however, you may wish to get more deeply involved, which means it's 'log on' time, and straight to the pilot roster screen. You enter your name and get sent to flight school where you're given a lowly rank, find yourself sent out on missions and then receive either promotion or a right telling-off upon your return. (Unless, of course, you get killed, in which case you don't return at all – you just see a static picture of a funeral service with some coffin bearers. Lovely. And then you have to log on again.)



Boo, hoo, hoo...

The promotions and tellings off come via text messages from Capt. Vice, your leader and mentor throughout the game, who's quite a friendly cove generally. But he does get nasty when he feels you've let him down. ("You performed horribly – I'll have your wings for this" etc.) Oh, and there's also a character called T.J. 'Baron' Sanders, your navigator. He'll help you out while you're in the air with handy text advice at the bottom of the screen "The bogey's about to go into an Immelman", "We've been hit", "Time for a cuppa" and so on. And that's that basically – straight up for a fight or into the campaign for a bit of added involvement. You've seen it all before, but how good's this one?

WHAT'S WHAT

TITLE	F-14 Tomcat
PUBLISHER	Activision
FORMAT	PC
PRICE	£35.99
RELEASED	August



PC

Dunc: Every so often I feel a bit sorry for a game, and now, I'm afraid to say, is one of those times. If I'd just been time-warped from the year 1568, I might be overawed by *F-14 Tomcat*, but considering I'd also be left speechless by a roll of sellotape, it's not really saying much, is it? Let's just say that this game isn't very good for 1991 standards. In fact, let me get it over with once and for all and say what I really mean. Er... it's pretty crap, actually (the handiest thing on the Options Screen being the 'RETURN TO DOS' icon). Oh dear. I'm *really* starting to feel sorry for *F-14 Tomcat* now, maybe I shouldn't be so rude – maybe some constructive criticism would be more in order.

Well, there are four levels of graphic detail for starters, which allow things to move a) at a very average speed, b) rather sluggishly, c) extremely jerkily, and d) oh no, I think I'm going to start crying: "Boo, hoo, hoo. Poor old *F-14 Tomcat*". (*Pull yourself together. Ed.*) Sniff. Ahem. Where was I? Oh yes, criticism. Er, have you got a spare couple of *years*? When descending, even with the utmost care, you drop in increments of 50 feet – which doesn't make for smooth landings believe you me – and the ground detail (or rather lack of it) doesn't help either. Those helpful little dots that get bigger? Trees? Shadows? None of that malarkey (yet the game is light-source shaded – why bother?) I could go on forever, but as it's summing-up time I'd better stop.

Basically, *F-14 Tomcat* is a fun-free zone, and the floppy disks will find themselves drifting towards the limbo of the ZERO netherworlds (i.e. the dusty box in the games room which is full of Code Masters games). Uh-oh: now I feel all guilty. I know, I'll say fifteen Hail Marys, turn my swivel-chair in the direction of Mecca and bung the marks up a bit. *(You can only add three – and only to one of the categories... and you have to put an asterisk after it. Ed.)*

STOP

GRAPHICS	70	ADDICTIVENESS	50
SOUND	65	EXECUTION	60

OVERALL 68*

MANCHESTER UNITED EUROPE

Although more accustomed to cricket whites and Oxbridge blues, *Lord Paul Lakin* made the transition to the 'Red Devils' strip with flying colours. Then he took Krisalis' *Manchester United Europe* for a kick about the park.



Great header from the ref.

Manchester United the game, released last year, had a considerably more successful domestic season than Manchester United the team. However, in Europe it was a different story – the 'Red Devils' beat Barcelona to win the European Cup Winners Cup. This was fortunate not only for Alex Fergusson's job security but also for Krisalis, who've just produced a sequel to *Man Utd.*

So what's the difference between Man Utd in Europe and Man Utd in England? (Apart from the fact that they can win in one and not the other.)

Well, for starters there's less of a management section in *Europe.* You can pick your team and formation, but after that it's all down to what happens on the pitch. There are no transfers, no faffing about with training and no management buy-outs – just an awful lot of running and kicking.

Well 'just' is more than a little unfair. What *Man Utd* has lost in off-the-field strategy it has gained in on-field skill. Each player has a range of initial kicks and after-touches open to him.

Manchester United Europe contains three main cup competitions: UEFA, Cup Winners Cup and European Cup; plus the Super Cup (Cup Winners Cup champs v European Cup champs) and World Club Championship (Super Cup winners v South American Champions). Your progress in any of these can be interfered with by the intrusion of friendly/league matches, where you can hone your skills but also tire and injure your players.

This is of course a one or two player game, but it can also be a four player game (provided you've got a joystick adaptor), with one player on each side controlling the outfield and the other two players controlling the goalkeepers. Alternatively, two of you can take on the computer. Or the computer can simply calculate all the results based on each team's rating, so you can watch Man Utd on *Match Of The Day.*



Man Utd entertain the crowd with a traditional Maori rain dance.

Paul: There seem to be two ways of doing a football game. You either think "stuff the realism, turn up the speed" and produce something like *Kick Off,* or you pay a lot of attention to producing a genuine footie sim at the cost of some speed. Krisalis has taken the second option and, looking at the result, you can't really blame it.

The graphics and animation are easily the best I've seen in a football sim. Headers and volleys are lovely to watch and lovelier to execute – pure poetry in motion. The range of kicks is almost as good, but they're not the easiest thing in the world to access. Holding down fire while running, selecting direction, releasing fire and then adding a flick of after-touch is challenging for the most Robsonesque player. Still, most of the time you may be forced to play 'kick and run' but every once in a while, if the opposition give you some space, you can pull off the sort of shots that get you on *Goal Of The Season.* My only slight reservation with *Man Utd Europe* is the difficulty level, or slight lack of it. On my first play I won the UEFA Cup *and* Super Cup. Ah well, can't blame Krisalis for my outstanding football skill, I suppose!



If you're looking for a frenetic kick-around loosely based on football, then *Kick Off* is still your best bet. If you're looking for a realistic and exciting football sim, *Man Utd Europe* is the best available, even if you can't stand Utd.

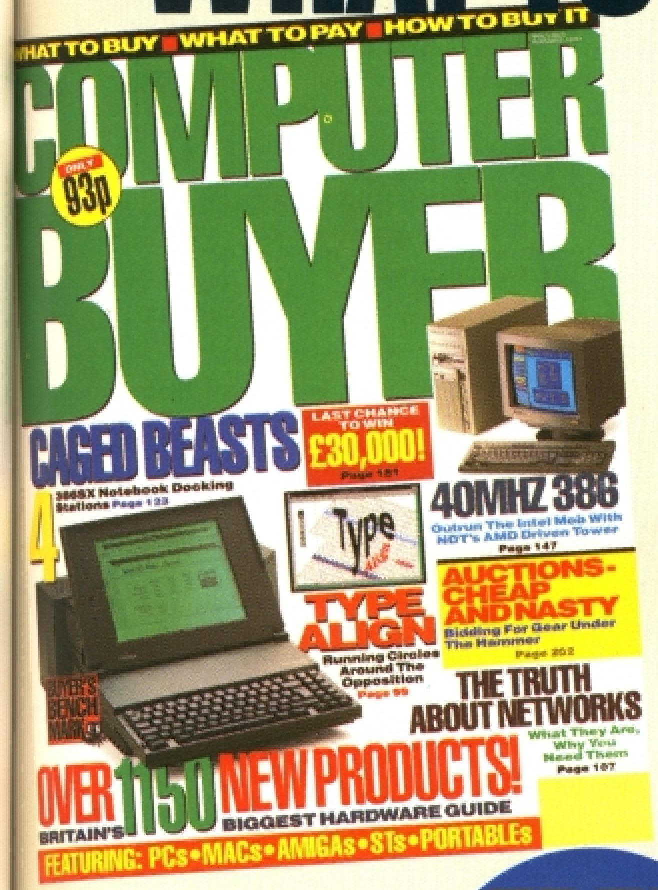
WHAT'S WHAT

TITLE	**Manchester United Europe**
PUBLISHER	**Krisalis**
FORMAT	**ST & Amiga/PC**
PRICE	**£25.99/£29.99**
RELEASED	**Out Now**

GRAPHICS	90	ADDICTIVENESS	89
SOUND	86	EXECUTION	88

OVERALL 90

WHAT TO BUY, WHAT TO PAY, HOW TO BUY



FREE CD & CASSETTE DISCOUNT TOKENS WORTH UP TO £150!

Computer Buyer is a Dennis publication

Stop flinging away fivers NOW, because you can buy all the stuff you want through the mail, at best prices AND in perfect safety.

Because *Computer Buyer* has

- New-style reviews that everyone will understand
- Its own Product Locator for tracking down the best deals
- A SmartForm that damn near picks up the pen for you
- A 'Fair Play Charter' that tells the bast where to get off
- An Ombudsman who put the vile in rotweiler

COMPUTER BUYER

A New Generation Of Computer Magazine

YES! I want to subscribe to Computer Buyer from the next available issue.

12 issues plus tokens saving up to £75	☐ UK £11	☐ Europe £26	☐ World £35
24 issues plus tokens saving up to £150	☐ UK £21	☐ Europe £50	☐ World £65

Amount enclosed ....

☐ Invoice me later

☐ Cheque enclosed made payable to *Dennis Publishing Ltd (CB)*

☐ Please charge my ☐ Visa ☐ Mastercard

Number

Signed..Expiry date.......................................

Name ....

Address ....

....

Post code.......................................Telephone ....

All payments other than by card must be drawn in £ Sterling on a UK bank. Return to Computer Buyer, FREEPOST 7, London W1E 4EZ.

Your details may be added to the Computer Buyer mailing list. Please let us know if you would prefer not to receive notice of special offers.



NBS PUBLIC DOMAIN LIBRARY

MEGADEMO MANIA

We've been asked recently for more megademos. So as requested here's the definitive list of the greatest. Please note: Our numbering system started at 100, so early 100 are about 2 years old!

D 001 ALCATRAZ MEGADEMO 4 (3 DISKS) Brilliant! One of the biggest.
D 002 TRIANGLE MEGADEMO Good scrolls and vectors. Bit dated now.
D 004 DARKNESS MEGADEMO Original loader, but otherwise bland.
D 008 STATIC BYTES MEGADEMO Six parts, clever stuff.
D 014 CRYPTOBURNERS MEGADEMO 2 Contains some good demos. worth a look.
D 030 CAVE MEGADEMO Certainly not one of the best. Colourful though.
D 034 BUDBRAIN MEGADEMO (2 DISKS) A classic! Not to be missed
but beware of the very risque cartoons.
D 035 CRIONICS MEGADEMO Another great! Famous for the Madonna part.
D 046 ACU MEGADEMO An early demo from Oz. They had more to learn.
D 061 POSSESSED MEGADEMO (2 DISKS) Good animated space intro
D 067 MIRAGE MEGADEMO (1 MEG) Yet another good one. Some good FX.
D 078 CRIONICS NEVERWARE (1 MEG) Famed for the brill Madonna graphic.
D 080 KATHARIS MEGADEMO From Poland! Famous X-Copy demo, plus.
D 081 INTUITION MEGADEMO Includes the flashiest ever acid demo.
D 123 FASHION MEGADEMO Early stuff! Better was to come
D 125 DEXION MEGADEMO Underrated at the time. Old but good
D 127 SCOOPEX MEGADEMO Showed great promise of the future
D 132 ARCADIA MEGADEMO Ok I'v forgotten what it's like...try it!
D 135 REBELS MEGADEMO Excellent for its time. Good demos.
D 136 ALCATRAZ MEGADEMO Again underrated at the time but very good.
D 138 RAF MEGADEMO (2 DISKS) Still fresh after all this time!
D 140 KEFRENS MEGADEMO Collectors item? Great programming.
D 141 PHENOMENA MEGADEMO Brilliant group today, always been good.
D 146 RSI MEGADEMO (2 DISKS) An all time great! Still good today! Great music and graphics. A must!!
D 150 IAN & MICK MEGADEMO Inc. classic toilet door demo.
D 151 DEATHSTAR MEGADEMO Brilliant cosmic explosion as intro.
D 153 PUGGS IN SPACE Not generally classed as a megademo, but not to be missed. Great for the kids.
D 160 TRILOGY MEGADEMO (2 DISKS) Includes game, a classic, contains a joke, or is it a bug? You decide.
D 161 PREDATORS MEGADEMO (2 DISKS) Don't miss this one, great sound, graphics and game. Another classic.
D 162 KEFRENS MEGADEMO 8 Yet another classic! and not to be missed.
D 166 SILENTS MEGADEMO Early Silents, the brilliance is born!
D 180 SCOOPEX MENTAL HANGOVER Another classic which pushed the boundaries of the Amiga light years on.
D 211 KEFRENS PYRAMIDS MEGADEMO Clever but so so
D 214 GOLDFIRE MEGADEMO Not at all bad for beginners. Nice lips!
D 223 BUDBRAIN MEGADEMO 2 Not quite as good as the first, still good!

LATEST & GREATEST PD LIST

D 033 TOMSOFT TRIP TO MARS. Vector graphics with a theme *
D 091 FILLET THE FISH Similar to PUGGS, but not as good, still brill.
D 186 COMA DEMO. Flashy acid demo, together with more great demos *
D 190 RSI CEBIT DEMO. Terrific demo, with the best ever music *
D 220 PAH! SIMPLE STUFF VOL 2 - NBS Demo compo inc crusaders cine fex; great
D 221 PAH! SIMPLE STUFF 3....Dragons Lair, TimeWarp demo and more
D 222 CRIONICS TOTAL DESTRUCTION (1 MEG)....Some great effects.
D 236 GOLDFIRE ULTIMATE FX....This group continues to improve!!
D 238 ANARCHY PRESENTS DEXION PARTY DEMOS 1....Recent good demos.
D 239 ANARCHY SMOKER COMPILATION....And some more!
D 240 CRUSADERS EUROCHART - JAN 91.....Now needs a disk to itself
D 241 ANGELS MEGADEMO.....Good but not mega
D 242 3-D DEMOS....Get out your 3-D glasses and CHECK THESE OUT!
D 243 KEFRENS - THE WALL.....Great intro! Good graffix, then so so
D 259 PHENOMENA ENIGMA Absolutely Awesome!!! Fantastic, Get it
D 260 6 OF 1 (PRISONER DEMO) Not meg but great subject for a demo.
D 261 SIMPSONS DEMO BY DECAY: Probably the best so far. (1 MEG)
D 264 ANALOGUE MEGA DEMO. Great intro and novel demo selection.
D 265 GALLOW MEGADEMO Purple Haze! Great colours, fair demos.
D 266 AURORA MEGA DEMO. Dramatic intro, good music, Ham Bobs!?
D 267 BASS MEGA DEMO. Great housey music throughout.
D 268 CHAOS ROCK A fantastic lightshow based on Fractal pat terns!
D 269 PULLING THE TRIGGER. Loved the music! Well presented demos (1 meg)
D 272 SIMPSONS DEMO BY EQUINOX: Loadsa pics and music mix.
D 273 SIMPSONS DEMO BY FREEHAND Great slides and sounds.
D 315 UNREAL DEMO A game demo to show off some great graphics.
D 377 NEWTEK DYNAMIC HI-RES SLIDESHOW (1 MEG)...piccys from the ads.
D 380 ADDAMS FAMILY SLIDESHOW.....Collection from the cult series.
D 381 FRAXION FANTASY SLIDESHOW....Great presentation, great piccys.
D 388/9 BETTY BOO.....Doing The Do (2 disk set)
D 386 BLOODSPORT SLIDESHOW....For oriental sports fans!
D 390 LIVE CORRUPTION-NAPALM DEATH SLIDESHOW.....Heavy!.
D 393/4/5 DEFINATIVE MADONNA SLIDESHOW...(3 disks) 1 meg & 2 drives
D 441 INVISIBLE WORLD SLIDESHOW. See it and itch. Micro bugs
D 545 JET FIGHTER ANIM...Similar to The Run, but far far better (1 MEG)
D 546 AGATRON ANIM 10... Enterprise leaving dock. Superb (1 MEG)
D 547 STEVE'S ANIM No 1...Some super little anims. Have a look.
D 548 STEVE'S ANIM No 2...More cute little anims. I love 'em.
D 549 AGATRON ANIM FLEET MANOEUVRE (1 MEG)...Tobias best yet. Very impressive.
D 555 BATMAN THE MOVIE ANIMATION (1 MEG)....Good funny cartoon
D 559 MAGICIAN AND JOGGER ANIMATIONS (1 MEG). .Ray traced anims.
D 560 CAR & UNICYCLE ANIMATION (1 MEG)....Brill anim, a must for fans!
D 561 STEVE'S ANIMS 3 (1 MEG)....More of these cute litte anims
D 562 STEVE'S ANIMS 4 (1 MEG).....From Steve Packer.. (as featured
D 563 STEVE'S ANIMS 5 (1 MEG)...briefly in this magazine)
D 564 EVIL DEAD DEMO (1 MEG).. Get the goulies, before they get yours
D 565 RGB & FOCUS (1 MEG)....The famous 'stretching nose' animation!
D 570/1 TRON ANIMATION (1 MEG 2 DISKS) Great anim based upon the film
D 572 FRANKLYN THE FLY (1 MEG)...Simple but effective and funny..
D 607 WINGS ANIMATION. Brilliant stuff and long too! (1 MEG)Good
D 573 TOO MUCH 3D (1 MEG)....The spaceship flies out of the screen!
D 576 IRAQ DEMO Amusing animation of what might have been
D 577 MORE AEROTOONS More in the series of Stealthy cartoons
D 578 ROBOCOP ANIMATION You have 15 seconds to comply etc. In colour
D 579 MORE CLASSY ANIMATIONS More cute anims from Steve Packer
D 582 BATTLE CHESS DEMO Great game demo (even if you cannot play chess)
X 110 FRAXION HORROR Great cartoon graphic demo of nasty stuff.

POWER DEMOS (All demos in this section require loads of memory)

P 001/2 WALKER DEMO 1 (2 MEG 2 DISKS)
P 003/4 WALKER DEMO 2 (2 MEG 2 DISKS)
P 005/6/7 LOST IN SPACE (2 MEG 3 DISKS)
P 008/9 THE SENTINAL (3 MEG 2 DISKS)
P 019/20 VAUX KILLER (2.5 MEG 2 DISKS) ...OK but not brill anim
P 021-026 UPGRADE (1.5 MEG 2 DRIVES 6 yes 6 disks!!!) multi part anim
P 010/11 HEADKICK ANIM (2 MEG 2 DISKS plus HARD-DRIVE)
P 012/3/4 STATION AT KHERN (2 MEG 3 DISKS)
P 030/1 DRAGONS LAIR 2 GAME DEMO Superb (3 MEG, 2 DISKS)
P 032/3/4 BUZZED Great Ray traced anim (2 MEG, 3 DISKS)
P 035/6/7/8 AUTOMATED LIGHT (BATTLESTAR GALACTICA) (3 MEG, 4 DISKS)

MUSIC

M 005 MAHONEY & KAKTUS Brilliant music disk
M 030 DIGITAL CONCERT 2: Over 12 mins of mixed house music.
M 070 CRUSADERS BACTERIA Stunning sound and graphics.
M 170 NEWTRONS MUSIC DISK 'HEADBANGER' You will not believe this!!
M 197 GROOVE IS IN THE HEART....Good re-mix of chart hit.
M 200/1/2 SAE AMAZING TUNES 2 (3 DISKS 1 MEG)...Superb!
M 212 MAG FIELDS CHIP FESTIVAL....Another huge collection.
M 216/7 RAF MEGA MIX 2 (2 DISK SET)....Good quality music mix.
M 226 DYNAMITE BEATS 4...Another very classy music disk from MAX
M 230 DEXION PARTY MUSIC AND PICCYS....A good disk as always
M 232 ALCATRAZ MUZIC......Classy presentation, 3 good tracks!!!
M 269 ALCATRAZ MORE THAN MUSIC. Superb, thought slightly bugged.

UTILITIES

U 103 ULTIMATE VIRUS KILLER..Updated now knows 105 viruses
U 220 SID-THE ULTIMATE CLI UTILITY...That's what it says!
U 222 NBS SPEEDBENCH A faster loading workbench, plus some handy utilities.
U 225 AMIBASE A good database. Start a disk catalogue now.
U 226 RAZOR TOOLDISK A comprehensive set of mixed utilities, inc Virus Killers, copier, disk fixers. Not all for novices!
U 233 UEDIT Good Public Domain Wordprocessor.
U 267 ELECTROCAD DEMO (1 MEG) Circuit diagram design tool. No save in demo.
U 280 LABEL PRINTER... Helps print your custom labels.
U 283 SLIDESHOW CONSTRUCTION KIT.... Put your digi piccy in a slideshow.
U 306-U312 Clip Art...Collection of clip art for DTP etc.
U 505 to U508 SOUNDTRACKER SAMPLE DISKS....Instrument disks.
U 509 SOUNDTRACKER SAMPLE DISK (BEATS BREAKS)...Great for house tracks!

GAMES

G 107 STAR TREK GAME Good graphic adventure, Best with 1 meg (2 disks)
G 109 BLIZZARD Good horizontal Shoot 'em Up.
G 133 PD GAMES COMPO Good selection inc Welltrix and Breakout.
G 136 DRIP Very tricky painter type game. Almost commercial quality!
G 137 THE TURN and TRICKY A couple of good puzzle games by Peter Handel.
G 138 MARBLE SLIDE A cross between Pipemania and sliding blocks. Great!!
G 141 MAYHEM GAME FROM ENSIGNIA...Spaceship in caverns, tricky but addictive
G 142 PD GAMES COMPO 3....Great Pacman plus 2 others.
G 143 JEOPARDY (1 MEG)....Version of the board game Risk!
G 152 PD GAMES COMPO 9....Battlemech, Bullrun (Battle Sim) and more
G 154 BATTLEFORCE (1 MEG)....Strategy battle game.
G 155 SUBCULTURE GAME DEMO..."Privateware' Level 1 of a good horizontal silky smooth, machine coded, scrolling shoot em up. If you like the game, buy from author!
G 159 ANTEP (1 MEG)....RPG also SLOTS, a good car chase game.
G 170 MEGABALL. The ultimate PD Breakout game?
G 171 ZEUS Simple but addictive puzzle game. Great.
G 197 NBS GREAT GAMES VOL 3... Super new games
G 198 PATIENCE CARD GAMES..Superb games and graphics

EDUCATION

E 006/7 LEARN AND PLAY....Games plus maths and words (kids aged 5+)
E 008 TALKING COLOURING BOOK.....Draw the pictures then colour them

FISH, T-BAG, AND GLAMOUR DISKS

We now hold all fish disks up to 490. The FISH AQUARIUM catalogue has been updated to include all the new disks. Although most of the programs are technical there are some great games and animations hidden away, we thoroughly recommend looking through the catalogue disk. We have all T-BAG disks up to 49.

GLAMOUR DISKS: We have an excellent collection of over 50 disks, demos and slides. Please remember you have to include a signed statement saying you are 18 or over to obtain these disks.

*** Compilation disks which contain other demos requiring 1 Meg of memory.**

NBS PD UPDATE 7 WILL BE AVAILABLE SOON. Recent existing customers will be mailed their copy free, to secure yours, just send in a stamped self-addressed envelope.

AMOS

Please note all AMOS PD is £1.50 per disk. This is a selected list of the very best of the new AMOS Public Domain. All disks DO NOT require AMOS to run!!!

A 100 (DEMO) Amos Demo 2
A 102 (GAME) Chainsaw Death (1 MEG)
A 103/4 (GAME) Pick Up A Puzzle (2 DISKS 1 MEG)
A 105/6 (GAME) Picture It (2 DISKS, 1 MEG)
A 109 (DEMO) Birds of Prey Picture Show
A 110 (GAME) Cross Fire (1 MEG)
A 115 (GAME) Balloonacy (1 MEG)
A 123 (GAME) Deadline (1 MEG)
A 124 (DEMO) Bob Maniacs by Syntex
A 130 (GAME) The Wooden Ball (1 MEG)
A 131 (DEMO) Armageddon Demo by Syntex (1 MEG)
A 132 (UTIL) FAMILY HISTORY DATABSE (1 MEG)
A 137 (GAME) Tile Trail
A 135 (EDUC) Simon and Space Maths
A 143 (DEMO) CYbernetics Demo (1 meg)
A 146 (GAME) Fruit Machine & Fruit Crush
A 160 (QUIZ) Amos Quizmaster (1 MEG)
A 162 (UTIL) Sound Samples 10. Clapping, creaks etc.
A 166 (GAME) Pick-up a Puzzle Data Disk 2 (Needs A103)
A 167 (GAME) Jigmania Data Disk. (Needs L013)
A 175 (GAME) Frantix & Mutant Zombie Psycho Pigs! (1MEG)
A 176 (UTIL) Database Master (1 MEG)
A 178 (GAME) Mastermind & Pair Up. (1 MEG)
A 180/1 (GAME) Dungeon Delver. (2 Disks 1 MEG)
A 182/3 (GAME) Pixie Kingdom (2 Disks 1 MEG)

AMOS LICENSEWARE

All disks cost £3.50, which includes contribution to the programmer.

L 001 (ART)* Colouring Book (1 MEG)
L 004 (GAME)* Thingamajig (1 MEG)
L 005 (GAME)* Jungle Bungle (1 MEG)
L 006 (GAME) Pukado (1 MEG)
L 007 (GAME) 4 Way Lynx (1 MEG)
L 008 (EDUC)* Work and Play (1 MEG)
L 009 (PROG) Amos Assembler
L 010 (EDUC)* The Word Factory (1 MEG)
L 011 (GAME) Go-Getter (1 MEG)
L 012 (GAME) Hypnotic Land (1 MEG)
L 013 (GAME) Jigmania (1 MEG)
L 014 (EDUC)* Play It Safe (1 MEG)
L 015 (GAME)* Shapes and Colours (1 MEG)
L 016 (GAME) Reversi 2 (1 MEG)
L 017 (GAME) Dogfight (1 MEG)
L 018 (GAME) Touchstone (1 MEG)
L 019 (GAME) X IT 50 Excellent game (1 MEG)
L 020 (UTIL) Wordy Word processor!
L 021 (QUIZ) Quingo 3000 questions! (1 MEG)

ALL LATEST AMOS LICENSEWARE NOW IN STOCK

ALL DISKS MARKED * ARE PRIMARILY WRITTEN FOR CHILDREN

L 501 LC10 Fonts (NBS LICENSEWARE)

NBS COMMERCIAL SOFTWARE

As we now have a retail outlet we have a full range of software for ALL computers, plus blank disks, joysticks, cables, etc. Typically all software prices are 20% off RRP plus one free PD with games up to £10.00 and 2 up to £20.00 etc (Mail order only)
Please ring for latest info.
NBS provides the complete service!

ORDERING DETAILS

PLEASE MAKE CHEQUES/PO PAYABLE TO NBS AND SEND TO: NBS, 1 CHAIN LANE, NEWPORT, ISLE OF WIGHT PO30 5QA.
TELEPHONE (0983) 529594
FAX (0983) 821599

Or if you have a Credit card you can phone or fax your order to us. Please remember to include 50p towards postage and packing to total order. All orders (up to 3kg) despatched by first class post, please add 30p for recorded delivery.

All used postage stamps donated to 'Guide Dogs for the Blind'

WE LOVE INTERNATIONAL ORDERS

All orders sent by Air Mail. For European orders please add 25p per disk. World Orders add 50p per disk. International payments by Credit Card, British Postal Orders, Eurocheque, any cheque with a UK cashing address, or even cash (Registered letter).

Access — VISA

PLEASE NOTE NEW PRICE FOR PUBLIC DOMAIN SOFTWARE

NBS PUBLIC DOMAIN £1.25
AMOS PUBLIC DOMAIN DISKS ..£1.50
AMOS LICENCEWARE £3.50

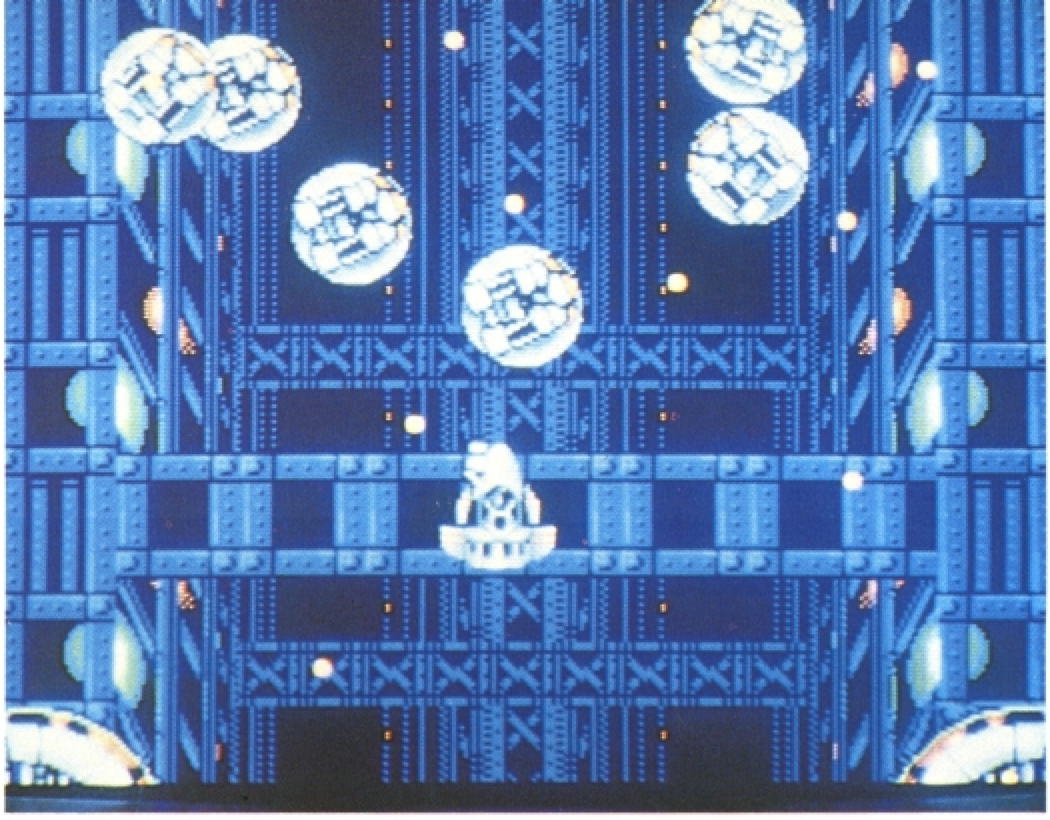
Price is per disk NOT per Title

PLEASE REMEMBER TO ADD 50P PER ORDER TOWARDS POSTAGE AND PACKING.

SPECIAL OFFER! ONE DISK FREE WITH EVERY 10 ORDERED AND POSTAGE FREE

JUST AS THE DEAD CANNOT BE REVIVED WHAT IS LOST CAN NEVER BE RE-GAINED PAST GLORY CANNOT BE BOUGHT OR RE-LIVED...ONLY REMEMBERED

Ice cold aristocrat *Lord Paul Lakin* last got excited in August 1978. We threw Core's latest offering his way to see if that would make him a little more *Frenetic*.





FRENETIC

Scenario, scenario, where's the flaming scenario? Ah, here we are. "A scouting party is sent to break through the evil Mozone defences and reach the outer-most point of the mapped galaxy. From there they must go further than any ship has dared venture before. Your aim is simple – make a safe passage for the Earth's mother ships to proceed to a new galaxy and a new beginning."

Hmmm... well, it's alright as far as it goes, but it's hardly the stuff of great novellas. How about this... "The greying mists of an ochre dawn cracked ominously over the twin towers of Anenima III. There were worse places to be than a broken-down bar on the earth's furthest planet, but Zen Mortrock couldn't think of any of them.

Staring moodily into a glass that was as empty as his wallet, he remembered all the good times he'd had on this Anenima III. That didn't take too long. He looked again at the faded poster on the faded wall.



"FLAT BROKE? THEN GO FLAT OUT!! Serious money paid to pilots willing to push their machines and their nerves to the limit. If you can get to the ends of the universe and back, then get yourself over to Hangar 3 and sign up for the journey of a lifetime. You'll come back rich... if you come back at all." The deal mentioned money and hope, and they were qualities Zen Mortrock was short on right now. With a sigh he heaved his decaying bulk off the stool and headed for Hangar 3."

Well, novellas are just a load of padding. In games they're there to fill out the box and help justify the price; in reviews they disguise the fact that I haven't got a lot to say about the scenario of the game.

***Frenetic* is a vertically scrolling shoot 'em up, very much in the *Xenon II* mould. There are eight levels to blast your way through, with the obligatory end-of-level nasty. To boost your fire-power, you can pick up add-ons or really go for it with a two player option.**

WHAT'S WHAT

TITLE	Frenetic
PUBLISHER	Core
FORMAT	ST & Amiga
PRICE	£20.99
RELEASED	June

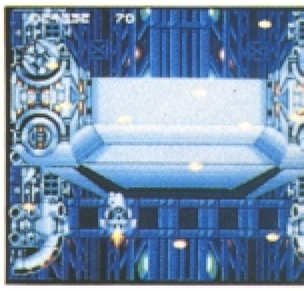
AMIGA

Paul: By the time you get round to reading this, you'll have already played the demo to death. Unless, of course, some scheming bast has swiped your disk. If that's the case then gather round and listen carefully, because this review is just for you.

Frenetic is a state of the art version of an old-style game. There's little about the game that is stunningly original. Fans of this style of space, or in some cases underwater, shoot 'em up will have seen it all before (except, perhaps, the two player option – a nice touch).

The graphics are colourful and atmospheric, yet scroll past without a jerk in sight (unlike *Bob's Your Uncle*). If you really want to test their smoothness (and your reactions) you can even opt to whack the speed up. You might like to whack the sound up too – it's big and bassy, as it so often is in this sort of game. On the action front, there are plenty of baddies to shake your stick at.

Nothing in *Frenetic* is very new, but it's all fairly exciting and more than fairly difficult. With the exception of the first level, which is a piece of pecan pie, *Frenetic* is just that. (I mean it's frenetic, not pecan pie – you'll appreciate the difference if you've ever tried to stuff a pecan pie into your disk drive!) There's no time to catch your breath between shots – it's all action and it's all coming straight at you.



If *Xenon II* left you begging for more, then here it is – just don't expect anything new!

GRAPHICS	86	ADDICTIVENESS	84	OVERALL	82
SOUND	85	EXECUTION	86		

review

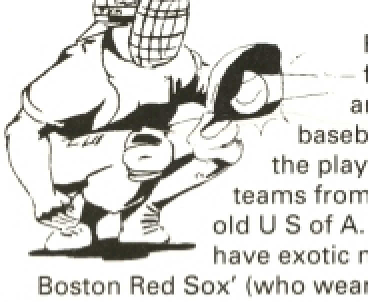
RBI TWO BASEBALL



The bases are loaded and it's the last of the ninth. One out and two to go, with the pitcher winding up to deliver a 'stinger'. *Michael 'The Bunt' Horsham* dons peaked cap and funny trousers to find out what the hell all this gibberish is all about by playing Domark's *RBI Two Baseball*.



Brad 'Scargill' Molenski calls out some advice.



RBI *Two Baseball* follows the rules and gameplan of real baseball and starts with the players choosing the teams from a map of the good old U S of A. The teams on offer have exotic names such as 'The Boston Red Sox' (who wear red socks) or 'The Chicago White Sox' (who wear white socks) or the Texas Rangers who wear those funny, half-mast trousers. *RBI* (that's Runs Batted In) *Two Baseball* is then played out in real time on a grassy diamond with batting and pitching action taking place in close-up in the company of an eerily transparent catcher. Once the ball has been pitched and then hit by the batsman, the viewpoint switches to overhead and the outfield run themselves ragged trying to get the ball back to the basemen while the crowd and the cheerleaders urge them on. Just like the real thing, in fact.

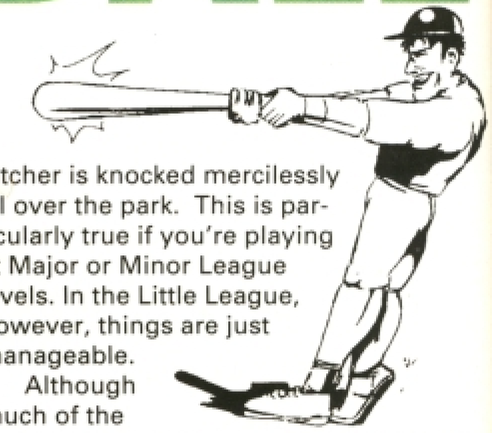
The controls are easily memorable, partially instinctive joystick and fire-button combinations for everything from a 'bunt' to a 'curveball' to 'stealing a base'. Every so often a sampled umpire will shout "Strike!" if you miss the ball, "Safe!" if you make it to a base and "Out!" if you're... well, out. And so the game continues for all nine innings with a full-colour, wittily-animated scoreboard updating the players on a range of entirely relevant information. Strangely enough, at the end of the game, the player with the most runs wins.



What's on the menu? Mexican? Indian?

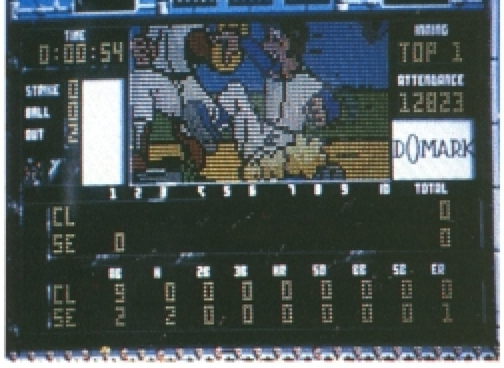
Michael: Baseball is a huge game in America. So much so, that fans of the game walk and talk curveballs, home runs and great innings in history as a matter of course. What's more, really fanatical fans have encyclopaedic knowledge of the batting and pitching averages of their favourite players, so I was a little daunted when I came to the team selection menus which lead into the game proper. They're stuffed with figures which, to the rookie (me), mean nothing. However, these menus can be side-stepped and, once in play, the individual skills of your chosen team swiftly become apparent.

The designers of *RBI Two* have plumped for playability, pitching the game somewhere between Activision's *Championship Baseball* and Accolade's *Hardball*. Consequently the controls aren't as subtle as they are on *Hardball*, but are more sophisticated than those on the (now creaking) *Championship Baseball*. Having said that, *RBI Two* seems to be at its best when played human to human rather than versus the computer. The computer is simply so good at the game that your hapless pitcher is knocked mercilessly all over the park. This is particularly true if you're playing at Major or Minor League levels. In the Little League, however, things are just manageable.



Although much of the gameplay has been simplified to assist in game flow, some of this actually leads to incongruities. There's nothing more annoying than having the ball land right next to a base man only to find that he can't move, and you have to run a fielder over from the other side of the field. Tiny animated sprite fans may find fault with the fielders and the ball on *RBI Two* – they run and throw very slowly. A thrown ball can take ages to cross the field, and what with all the scoreboard animations, a full game can last a long, long time.

But these are small points. On the whole, this game is OK and with the right person and the right motivation, dead playable. The Kremlin have obviously done a slick job of coding the intelligence of the computer players, but at the end of the day, I suspect only real baseball afficiandos are going to be into this sort of game. If this is the case they may well get more satisfaction from a sim like *Hardball*. Still it is fun – definitely a better game with two human players. Oh yes, and for all you *double entendre* merchants out there, a 'bunt' is actually a defensive stroke. STOP



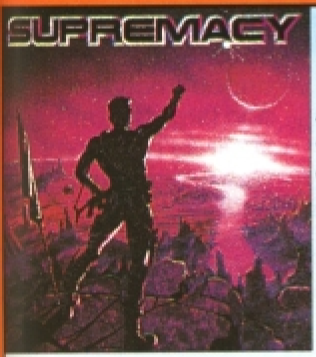
The scoreboard says 'You're out!'

WHAT'S WHAT

TITLE	**RBI Two Baseball**
PUBLISHER	**Domark**
PRICE	**£29.99**
FORMAT	**ST/Amiga**
RELEASED	**Late June**

SOUND 80	**ADDICTIVENESS** 70	**OVERALL**	**80**
GRAPHICS 80	**EXECUTION** 80		

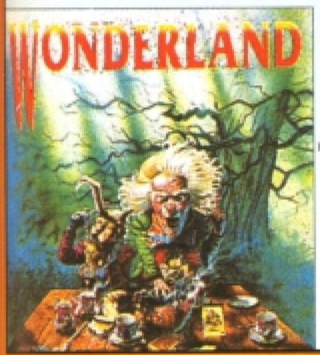
IN A WORLD FULL OF CHARACTERS



SUPREMACY

A strategic space opera of battle and conflict, strategy and management.

Virgin GAMES



WONDERLAND

Enter Wonderland and enter an adventure playground the like of which you've never seen before and will never see again.



ELVIRA: Mistress of the Dark

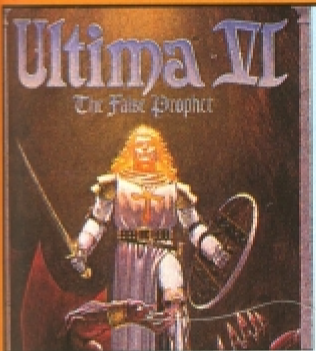
Tackle ghouls and goblins through a demon-filled castle with Elvira, world-famous mistress of the dark. More grizzly, more ghostly than any late-night horror film you've ever watched!

ACCOLADE™ The best in entertainment software.™



LES MANLEY: Search for the King

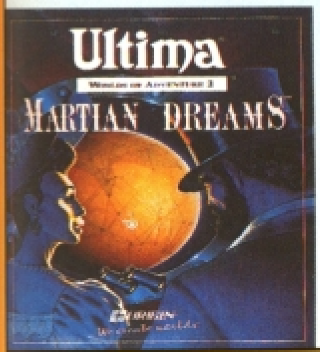
Follow mild-mannered Les across America to find the world's greatest rock star. Les's humdrum existence becomes an exciting search for big bucks, beautiful babes and the King.



ULTIMA VI

Journey once again to Britannia, land of magic and adventure. Uncover the mystery of the Gargoyles in this exciting sixth episode of the award-winning ULTIMA saga.

MINDSCAPE INTERNATIONAL



MARTIAN DREAMS

The next worlds of Ultima, an adventure set in the Victorian age. A thrilling adventure of fact and fantasy to the Red Planet.



THE KILLING CLOUD

A "rookie" cop, an XB500 hoverbike, a city under siege and the Black Angels moving in. Will San Francisco see out 1997? If the toxic fog isn't halted, certainly not.

IMAGE WORKS

THERE'S HUNDREDS TO CHOOSE FROM

IN A VIRGIN GAMES CENTRE

LONDON – Oxford Street • BRISTOL – Merchant Street • OXFORD – Westgate Centre • KINGSTON – Clarence Street • SHEFFIELD – Meadowhall (opening soon)

and in the following Virgin Megastores

London • Belfast • Birmingham • Brighton • Leeds • Nottingham • Cardiff • Dublin • Edinburgh • Glasgow (Union Street & Argyle Street)

Virgin Retail,
95-99 Ladbroke Grove,
London W11 1PG



Virgin GAMES CENTRE

sells games software

Evesham Micros

All our prices include VAT at 17.5% and Delivery

AMIGA SPECIAL DEALS

AMIGA 500 COMPUTER BASE PACK

Amiga A500 Base Package	£ 307.49
A500 as above, with our 512K RAM/Clock Upgrade fitted	£ 333.99
A500 Pack plus External 3½" Drive	£ 357.49
A500 Pack plus External 3½" Drive *and* 512K RAM/Clock Upgrade fitted	£ 383.99

N.B. *Does not include extra games software.*

Buy an Amiga Feature Pack From Evesham Micros AND YOU ALSO GET ....

THESE *FABULOUS* GAMES:

Tracksuit Manager '90 • Subbuteo • Diet Riot • Block Alanche • Battle Squadron • Lost'N'Maze • Tank Battle • Discman • Jaws • Nigel Mansell *PLUS!* A wordprocessor and spreadsheet

N.B. *Not* supplied with A500 'Base Pack' offers

CLASS OF THE 90's Package	£ 499.00
Class of the 90's *plus* 3½" Ext.Drive	£ 549.00
Amiga 1500 STARTER PACKAGE	£ 949.00

AMIGA 500 1MB SCREEN GEMS PACK

INCLUDES 1MB RAM!

ONLY £369.99

Screen Gems Pack plus 3½" External Drive ...

ONLY £419.99

Philips CM8833 Mk.II, inc.cable	£ 239.00
VIDI-Amiga inc.VIDI-Chrome	£ 110.95
VIDI-Chrome-Amiga colour splitter s/ware	£ 16.95
VIDI-RGB colour input splitter for VIDI	£ 64.95
MiniGEN Genlock Adapter	£ 95.00
RocGEN Genlock Adapter	£ 114.95
CBM A590 20Mb Hard Disk	£279.00
A590 512K RAM Upgrade	£ 29.95
A590 1MB RAM Upgrade	£ 59.95
A590 2MB RAM Upgrade	£ 99.95
A500 Replacement Power Supply Unit	£ 39.95
Trackball (works with Amiga AND ST)	£ 29.95
Amiga 3.5" Internal Replacement Disk Drive	£ 49.95
Amiga Virus Protector	£ 9.95
Stereo Sound Sampler inc. software	£ 29.95
MIDI Interface with In, Out & Thru ports	£ 19.95
Golden Image Handy Scanner Package	£179.00
Kickstart 1.3 Upgrade	£ 29.95

ATARI®



KICK OFF with GAZZA at Evesham Micros!

FREE! With EVERY ST Pack

★ 'GAZZA 2' ★ 'TRACKSUIT MANAGER' ★ 'SUBBUTEO' ★ 'FLIMBO'S QUEST' ★ 'TABLE TENNIS SIMULATION' ★ 'SKIDOO' ★ 'LEONARDO' ★ TOP QUALITY JOYSTICK ★ 10 X 3.5" DS/DD DISKS ★

TOTAL RRP OF EXTRAS: OVER £115.00 !

EVESHAM MICROS PRICE PROMISE - WE WILL *BEAT* ANY GENUINE ATARI ST PACKAGE OFFER ON A LIKE-FOR-LIKE BASIS

All our ST prices inc.mouse, user guide, etc. PLUS 5 disks full of specially selected P.D. s/ware, inc. paint program, wordpro's, games, graphics & sound demos, desk accessories and utilities.

NEW! 520 STE 'DISCOVERY EXTRA PACK'

Special new package including the Atari STE, now available at a special new price ! Includes the STE with 1Mb Drive, 512K RAM, full digital stereo sound, PLUS extra software including: *'Dragon's Breath'* ● *'Super Cycle'* ● *'Indiana Jones'* ● *'Anarchy'* ● *'Neochrome'* ● *'FirST BASIC'* ● *'Atari ST Tour'*

£279.99 inc.VAT and delivery

ONLY £309.99 WITH 1MB RAM FITTED
ONLY £349.99 WITH 2MB RAM FITTED
ONLY £419.99 WITH 4MB RAM FITTED

520 STFM 'DISCOVERY PACK'

Pack includes 520STFM computer, plus : STOS Games Creator ● Outrun ● Carrier Command ● Bomb Jack ● Space Harrier ● Neochrome ● FirST BASIC ● Atari ST Tour ● 'Discovering your Atari ST' Book

£279.99 inc.VAT and delivery

ONLY £309.99 WITH 1MB RAM FITTED

1040 STE 'FAMILY CURRICULUM PACK'

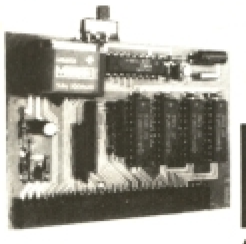
1040 STE including educational & productivity software : **Educational Software** modules, split into three age categories, from Early School to GCSE revision. ● **Productivity Software** featuring Wordprocessor, Database and Spreadsheet (RRP over £100) ● **Plus!** Hyper Paint, Music Maker and FirST BASIC

£369.99 inc.VAT and delivery

ONLY £419.99 WITH 2MB RAM FITTED
ONLY £499.99 WITH 4MB RAM FITTED

SM124 monochrome hi-res monitor	£ 129.95
Philips CM8833 Mk.II, inc.cable	£ 239.00
Joystick Accessibility Adapter for ST's	£ 4.95
Reference 40Mb SCSI Hard Disk inc.PSU	£ 349.00
Reference 100Mb SCSI Hard Disk inc.PSU	£ 499.00
Golden Image Handy Scanner Package	£179.00
VIDI-ST & VIDI-Chrome video digitiser pack	£ 99.95
VIDI-RGB colour input splitter for VIDI	£ 64.95
Dust Cover - for any STFM	£ 4.95

AMIGA 500 512K RAM/CLOCK UPGRADE



Direct replacement for the A501 Expansion ● Convenient On/Off RAM Switch ● Auto-recharging battery-backed Clock ● Compact unit size ● Ultra-neat design

ONLY £28.99

Available without clock for £24.99

A500 1.5MB RAM EXPANSION

(requires Kickstart 1.3)... **ONLY £79.00**

Kickstart 1.3 upgrade available from us for only £ 29.95

NEW! MEGABOARD

Connects to your 512K RAM Upgrade to give 1.5Mb!

With the MEGABOARD, you can further expand your A500's memory to a total of 2Mb *without* disposing of your existing 512K upgrade (must be 4 x RAM-chip type, or not exceeding 9cm in length). Needs Kickstart 1.3 to operate.

Installation requires no soldering! ONLY £59.95

ST SIMMS RAM EXPANSION SYSTEM

- ✓ Fits Atari STFM and MEGA series machines
- ✓ Uses SIMMS RAM Modules for Effortless Upgradeability
- ✓ Probably the neatest ST RAM Upgrade available !

RAM Upgrade (unpopulated)	£ 44.95
RAM Upgrade With 512K RAM Installed - upgrades a 520 to a total of 1Mb RAM	£ 74.95
RAM Upgrade With 2Mb RAM Installed - upgrades a 520/1040/Mega1 to 2/2.5Mb	£ 119.95
RAM Upgrade With 4Mb RAM Installed - upgrades a 520/1040/Mega ST to 4Mb	£ 199.95

N.B. Due to the large variance in design of the Atari ST, there is a small minority of boards in existence which may require a little soldering.

PLUG-IN SOLDERLESS ST RAM UPGRADES

Two versions allow upgrade to 1Mb, or 2 / 2.5Mb ● Simple, fast and effective RAM upgrade path ● Suits any 520 or 1040 ST model (not STE machines) ● Requires no soldering or technical know-how

512K VERSION : UPGRADES ANY 520 ST TO 1MB RAM	£49.95
2MB VERSION : UPGRADES ANY 520 or 1040 ST TO 2 / 2.5MB RAM	£99.95

ZY-FI amplified stereo speakers



GOT AN AMIGA, ATARI STE, ARCHIMEDES, SEGA MEGADRIVE, ATARI LYNX OR NINTENDO GAMEBOY? THEN GET THE FULL SOUND POTENTIAL WITH THIS PAIR OF FULL RANGE SPEAKERS !

ONLY £39.95

3½" EXTERNAL FLOPPY DRIVES

Compatible with the ST or AMIGA



Very quiet ● Slimline design ● Cooling Vents ● Sleek, high quality metal casing ● Suits any Amiga or Atari ST ● Full 1Mb Unformatted Capacity ● Quality Sony / Citizen Drive Mechanism ● Convenient On / Off switch on rear of drive ● Long reach connection cable for location either side of computer

AMIGA VERSION ONLY **£54.95** — ATARI ST VERSION ONLY **£54.95**

TRUEMOUSE (ST OR AMIGA)



WE GUARANTEE that this is th smoothest, most responsive a accurate replacement mouse you can buy for your Atari ST o Amiga. Excellent performance amazing low price !

£17.95 SATISFACTION GUARANTEED

PHILIPS 15" TV/MONITOR



With its dedicated monitor input, this model combi the advantages of a high quality medium resolut colour monitor with the convenience of remo control Teletext TV - at an excellent low price ! N Version features dark glass screen for impro contrast, plus full range 3-way speaker sound outp

£269.00 Including VAT, delivery & cabl

Philips CM8833 Mk.II including ST or Amiga cable.. £ 239.0

PRINTERS

ALL PRINTERS INCLUDE CABLE & 1 YEAR ON-SITE WARRANTY

Star LC10 best-selling 9-Pin PRINTER, 144/36cps	£ 149.
Star LC 200 9-Pin Colour, 4 fonts, 180/45cps	£ 209.
Star LC 24-10 24-Pin multifont, 180/60cps	£ 209.
Star LC 24-200 24-Pin multifont, 200/67cps	£ 249.
Star XB24-10 Inc.COLOUR Upgrade Kit & Sheet Feeder	£ 385.
Olivetti DM100S 9-Pin, includes 1 Year on-site maint.	£ 115.

olivetti DM124C 24-pin Professional COLOUR printer

Professional Quality 24-Pin Colour Printing - At an affordable price!

Offering advanced COLOUR output with the *superior* quality of Olivetti 24-pin printing, the DM124C represents excellent value! Consistent high quality is assur every time. *Guaranteed* Peace Of Mind, with 12 Months On-Site Warranty cover!

200 cps draft, 50 cps LQuality ● 7 Colour output; Graphics resolution 360 x 180dpi ● **Complete with cable, Colour Ribbon and 12 MONTHS ON-SITE WARRANTY**

Olivetti DM124C Normal RRP: £ 389.95 inc.VAT

SPECIAL OFFER! **£269.00** Including VAT and delivery

LYNX Portable Games Console

Only £99.95 INCLUDES POWER SUPPLY & GAMECARD OF YOUR CHOICE!

Electro Cop	£21.95	Rygar Warrior	£21.95	Gates-Zendocon	£21.9
Slime World	£21.95	Zalor Mercenary	£21.95	Chips Challenge	£21.9
Klaxx	£21.95	Ms Pacman	£21.95	Shanghai	£21.9
Roadblasters	£21.95	Xenophobe	£21.95	Rampage	£24.9
Paperboy	£21.95	Blue Lightning	£21.95	Gauntlet 3	£24.9

Cigarette Lighter Adaptor	£ 9.99	Lynx Pouch	£ 9.99
Sun Visor / Protector	£ 5.99	Lynx Kit Case	£ 14.99

Evesham Micros

ALL PRICES INCLUDE VAT @ 17.5% AND DELIVERY

Same day despatch whenever possible. *Express Courier* Delivery (UK Mainland Only) £6.50 extra

MAIL ORDER DEPARTMENT

Unit 9 St Richards Road, Evesham, Worcs WR11 6XJ

Call us now on ✆ 0386-765500

Lines open Mon-Sat., 9.00 - 5.30. Fax: 0386-765354
Technical support (open Mon-Fri, 10.00 - 5.30): 0386-40303

Access — VISA

Send an Order with Cheque, Postal Order or ACCESS/VISA card details. Please allow 5 working days for Personal Cheque clearance.

Government, Education and PLC orders welcome. All products covered by 12 Months Warranty. All goods subject to availability.

RETAIL SHOWROOMS

Unit 9 St. Richards Road
Evesham
Worcs WR11 6XJ
☎ 0386 - 765180
fax : 0386 - 765354
Open Mon - Sat, 9.00 - 5.30

5 Glisson Road
Cambridge CB1 2HA
☎ 0223 - 323898
fax : 0223 - 322883
Open Mon - Sat, 9.30 - 6.00
IBM Dealer ● Corporate Specialist

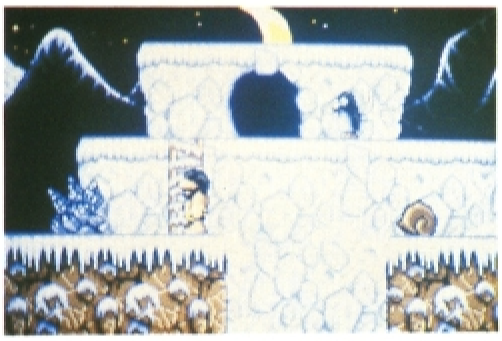
1762 Pershore Road
Cotteridge
Birmingham B30 3BH
☎ 021 - 458 4564
fax : 021-433 3825
Open Mon - Sat, 9.00 - 5.30

tereo
rs
DRIVES
ble with
AMIGA
leek, high
● Full 1Mb
Mechanism
ng reach
mputer
54.95
MIGA)
at this is the
ponsive and
ent mouse
r Atari ST or
rformance,
rice !
SFACTION
RANTEED
TOR
odel combines
lium resolution
ence of remote
ow price ! NEW
n for improved
sound output .
ding VAT,
ry & cable
. £ 239.00
DE CABLE
ARRANTY
......£ 149.00
...... £ 209.00
...... £ 209.00
...... £ 249.00
er ..£ 385.00
......£ 115.00
pin
nter
Printing
vetti 24-pin
ality is assured
rranty cover !
Graphics
, Colour
ANTY
AT
ing VAT
elivery
sole
PPLY &
CHOICE!
con.. £21.95
ge .. £21.95
...... £21.95
...... £24.95
...... £24.95
...... £ 9.99
...... £ 14.99
IVERY
£6.50 extra.
1 6XJ
VISA
s welcome
Warranty
y.

PREHISTORIK

Mention the word 'disco' and *Amaya Lopez* goes into a gyrating frenzy. We only mentioned the word 'clubbing' and she was off to find the venue. She ended up in the games room with *Prehistorik*, Titus' new caveman romp – and not a strobe light in sight.







Once upon a time, in those golden days of brontosauri, tyrannosaurus rex and muscley men in loin cloths (ahem), there lived one particularly strong and hirsute member of our species. So bearded was he, that it's highly likely he was a distant ancestor of our own Mike Gerrard. He was Prehistorik by name and prehistoric by nature – he could wield a meaner club than any baby seal culler. Then one day he went on a journey. It wasn't a journey to free a kidnapped beauty or to exert his sexual prowess, but a journey for survival – a quest for food (and oodles of it at that). So much food, in fact, that our hero became gluttonous and over-indulgent (and put on 35 stone).

This is where Titus came in. It decided to capture Prehistorik and place him in a computer game, with more nasties than he'd ever seen on his VCR. This made it difficult for him to find food and, thankfully, curbed his desire to join weight watchers. Of course he still had his faithful club to combat the dinosaurs, bears, chimps, penguins, fish and giant end of level beasties. Showing no mercy, Titus added an unsavoury cousin to Prehistorik's list of enemies. So was he now destined to stroll down Anorexia Lane? Read on...

Amaya: I have often bemoaned the extinction of the dinosaur: those huge, lumbering beasts would make far more exciting pets than any damn Pit Bull or Rotty. So naturally I jumped at the chance to review *Prehistorik*. Sadly, I was to be disappointed.

The fact that Core Design recently released a corking caveman romp in the form of *Chuck Rock* hasn't really helped Titus. So let's not mince words: *Prehistorik* looks similar but frankly isn't half as good. The graphics are rather nice, with cuddly dinosaurs, coconut-throwing monkeys, giant storks and cute bears. Your caveman is neatly animated and he's a mean bottom-wiggler, particularly when he has to climb a ladder or a vine. And let's not forget the food – it looks almost good enough to eat: appetising joints, bananas, ice creams and radishes. (Did I just say radishes? I hate radishes.) The backdrops are pretty and colourful, ranging from seascapes to woodland and glacial terrain, but what it boils down to is this: good looking game, shame about the gameplay.



Prehistorik himself is unfortunately rather limited in his movements. Yes, he can use his club to thwack every enemy in sight, but when he's in a bit of a jam there's nothing vaguely innovative like a belly butt to protect him. It frankly gets rather tedious beating a bear or dino repeatedly about the head until he turns into a bone of varying food strength. You don't even need to do anything in particular with the bones, just collect them to make sure you don't die. As for the sound, that was also fairly run of the mill stuff too. Perhaps the most original element is a character called Guru Meditation. When he appears you need to... wait for it... hit him over the head with your club to wake him up, so that he leaves you a bonus.



Another negative aspect is the difficulty level. Three lives is not over-generous when there are nasties and moving terrain around every corner. The end of level monsters in particular are virtually impossible to destroy. You'd think this factor would make *Prehistorik* more challenging, but the plot is so uninspiring that frankly I didn't really care. I mean, food's all very nice and all that, but surely there's more to life? So, on the 'just one more go' front, it was more a case of 'just go'. Sorry.

WHAT'S WHAT

TITLE	Prehistorik
PUBLISHER	Titus
FORMAT	ST/Amiga/PC
PRICE	£25.53
RELEASED	Out now

GRAPHICS	80	ADDICTIVENESS	65
SOUND	68	EXECUTION	70

OVERALL 72

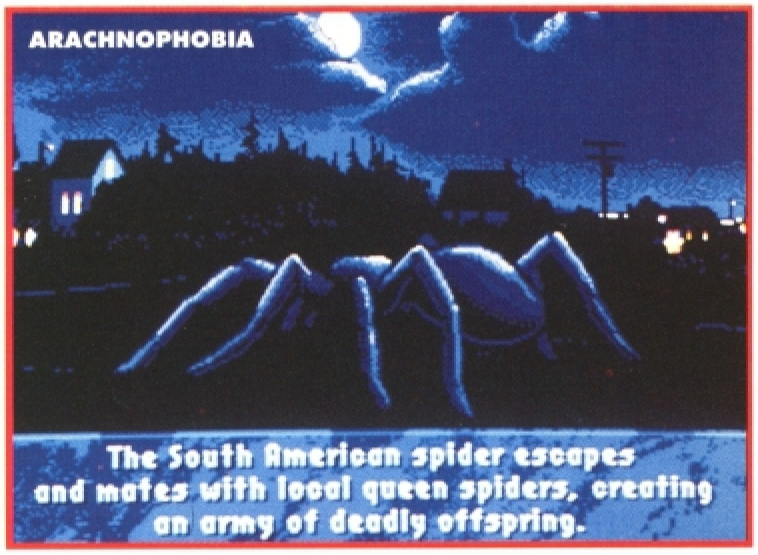
STOP


R·TYPE
II
THE FIRST WAVE WAS EASY
THE SECOND WILL DROWN YOU
Emergency News Bulletin 07.63.... Attention a
Starfighter pilots....The evil Bydo Empire is out for reven
ge.... Stronger, faster and more dangerous than befo
re....the attack waves have started....a remodeled "R-9
Starfighter is armed and ready for you....proceed to th
battlefront immediately....the nightmare has returned..
Available in September
on ST & Amiga formats.
ACTIVISION

SHORTS

A plethera of product, a gamut of games, a surfeit of sims, yet only so much room to review them in. The answer? Review the best and the hyped, then take all the remaining late, limited appeal, or downright dodgy titles into the back room, make them strip down to their underpants, and put them on this page...

Summertime. The living is easy, and the software companies are all struck by a weird reticence to release games. "Nobody plays computer games when the sun shines," they all cry. After a particularly ropey Christmas, and what with the recession and all, there are very few games coming onto the market. Still, never mind, Christmas is coming round again and then we'll be inundated once more (hurrah!). Have you checked out all the new titles announced at the CES show?


ARACHNOPHOBIA
The South American spider escapes and mates with local queen spiders, creating an army of deadly offspring.

Anyway, here we go with this month's surplus titles. **Mario Andretti's Racing Challenge** is a PC driving title from Electronic Arts which isn't at all bad. The only problem is that an 'industry standard' for driving games has already been established, if you like, by *Indy 500* (ironically another EA title). Had we seen *Mario* before *Indy* we probably would have raved about it. In the heady post-*Indy* days, and despite a much greater variety of options, car types etcetera *Mario* simply isn't as good a driving game as *Indy*. If you're a race fanatic you'll probably buy it anyway and enjoy it all the same.

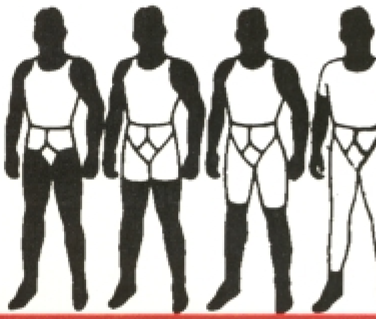
England is Grandslam's licensed football title that dribbled onto the Amiga then shot wide of the mark. Grandslam opted for an overhead *Kick Off* style viewpoint with bigger sprites but has ended up with a game more comparable to Activision's *Fighting Soccer* rather than Anco's masterpiece.

Outzone, from French publisher Lankhor, is a very basic and slow moving shoot/bash pairs of matching cubes/guide a moving droid across a level 'em up. Not too inspiring, sadly. Fellow French publisher Titus has two offerings this month. First, on its own label, is **Crime Does Not Pay** (a sentiment our Macca wouldn't agree with) a sort of Mafia shoot 'em up come adventure. Well, it's interesting. Ambitious too. But unfortunately it doesn't quite work. The interface is very slow and cumbersome to use, making your chances of survival rather slim.

Secondly, coded by Titus for the Disney label, is the license of the Spielberg 'blockbuster' **Arachnophobia** in its PC incarnation. Again this game suffers in the graphics and control departments. **Germ Crazy** by Electronic Zoo is a bit of a weird one. It entails a large number of mini battles against a virus army, each battle set in a part of a human's body (lose a battle and you'll lose a limb). **Chaos In Andromeda** is an arcade adventure from On Line Entertainment (formerly CRL) that sits rather uncomfortably on the Amiga. Maybe it'd be more at home on an 8-Bit machine with its viewed from above one pixel high hero.



MARIO ANDRETTI





CHAOS IN ANDROMEDA

A wealth of strategy titles arrived largely exploiting the recent, and not so recent, events in the Persian Gulf. **Desert Storm** from TTR and marketed by Electronic Zoo is a data disk for the same companies **Brigade Commander**, whilst **Conflict: Middle East** is a board wargame sim from SSI covering (rather pessimistically) the 'Arab/Israeli wars 1973-?' Two sword and sorcery PC role players from Mindcraft arrived courtesy of Electronic Arts, entitled **Magic Candle** and **The Keys To Maramon.** Pretty much more of the same sword and sorcery RPG fare we've grown accustomed to, but of quite a high standard if you like this sort of thing. US mag Computer Gaming World voted *Magic Candle* the role playing game of the year in 1989. Finally, **Discovery** from Microillusions is described as 'an interactive, educational space adventure' (ie 'this is for nippers'). This is the revamped version, on the Amiga, of the original title which first appeared way back in 1986 (and was fairly well received by all accounts). STOP

MANFRED VON LOONEY RECOMMENDS



Gut Eveninks. Impressions is ze best software house in ze world. Heff you been to a Harvester before? (Tweep tweep) Look, ven I vant to talk to a real voman I call up Ivy Tilsley, unt ven I vant to fly a real flight zimulator I choose *F-14 Tomcat.* My son, you'll hef dreams and must travel. Ze name's Baxter – Michael, Baxter. Commodore is secretly developing a CD-Rom drive for ze Vic 20. (Tweedle.)

LUCAS

Lucasfilm has always been rather magic. *Amaya 'That's Magic!' Lopez* has always been a big fan of *Monkey Island*, *Loom* and Paul Daniels, so who better to report on the latest graphic adventures from Lucasfilm?



Look! New object pics instead of text!



MONKEY ISLAND II:
LECHUCK'S REVENGE

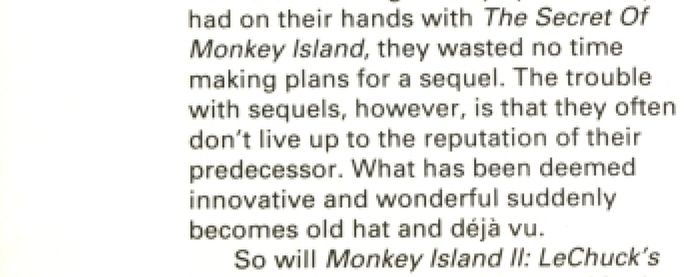
When the bods at Lucasfilm realised what an absolutely corking money-spinner they had on their hands with *The Secret Of Monkey Island*, they wasted no time making plans for a sequel. The trouble with sequels, however, is that they often don't live up to the reputation of their predecessor. What has been deemed innovative and wonderful suddenly becomes old hat and déjà vu.

So will *Monkey Island II: LeChuck's Revenge* be even more fab than *Monkey Island I* or will it prove a bitter disappointment? Let's have a sneak preview to see how things are shaping up...

BORN AGAIN

Rather like Bobby's miraculous reincarnation in *Dallas*, the evil pirate LeChuck who Guybrush Threepwood 'destroyed' in *Monkey Island I*, comes back to life in *LeChuck's Revenge*. Well maybe 'back to life' isn't quite the right turn of phrase since LeChuck's a ghost pirate anyway, but you know what I mean. What it certainly does mean, however, is that the agitated bottle of root beer which you so cunningly, and oh so cleverly, used to kill LeChuck at the end of *Monkey Island I* didn't actually work. Well, after all what can you expect from a complete poof like Guybrush? Not only did the root beer not do the trick, but it served to put more fizzle into the most evil swashbuckler in town. Yep, LeChuck is back, seeking revenge and boy, is he mad.

And whether you like it or not, Guybrush Threepwood remains hero of the game. His new task is to search for several missing map pieces, which he must correctly assemble in order to find the hidden treasure. It's promised that the contents of the treasure will reveal not only how to finally bid good riddance to LeChuck but also the *real* secret of Monkey Island. (Unless there's a *Monkey Island III* of course – in which case you've been fooled yet again.) However, although we still seem to be stuck with old Bogbrush, some of the old favourites make a welcome return. Stan the ship salesmen reappears to turn his hand to a new profession. The romantic interest remains with the continuing presence of Governor Marley who (surprise, surprise) can help Guybrush out of his new predicament. (Let's hope there's no on-screen monkey business – ho, ho.) But there will also be a host of new characters and puzzle-packed islands.



The dangers of letting fifteen men stand on your chest become all too apparent after a visit to the pirate graveyard.

THE TECHY LOWDOWN

One of project leader Ron Gilbert's goals when designing *Le Chuck's Revenge* has been to create a game that is as non-linear as possible: "Players like to have many paths open to them at all times. *LeChuck's Revenge* is probably the most open game Lucasfilm has done."

Gilbert intends the game to be challenging to players of all abilities and so instantly accessible. There will be three skill levels at the beginning of the game and each level will feature different puzzles, with no one puzzle reocurring on the different difficulty levels. In addition, the puzzles will vary from game to game, thus rekindling the games playability.



Don't you know it's rude to point?

Technically, *LeChuck's Revenge* will contain several advancements on the systems used in its predecessor. For a start, the point and click interface is to be made more user-friendly by the inclusion of an icon inventory. Add to this graphics of the impressive 256-colour VGA digitised variety with advanced animation techniques, sound effects and music!

So it rather seems that *LeChuck's Revenge* is destined to be even better than its prequel. Gilbert intends to make the characters as intelligent as possible so that if you fail to solve a certain puzzle, it won't necessarily mean you get completely stuck. The humouristic elements of *Monkey Island I* are to continue and that's Gilbert's excuse for the new game: "We just couldn't fit all the jokes into *The Secret Of Monkey Island*, so I had to create a sequel."

WHAT'S WHAT

TITLE	LeChuck's Revenge
PUBLISHER	Lucasfilm
FORMAT	PC/ST & Amiga
PRICE	Tba
RELEASED	Late 1991/Tba

POCUS



INDIANA JONES

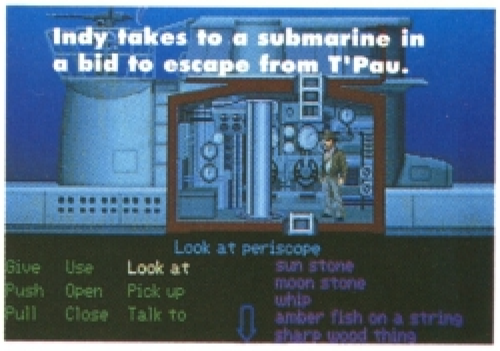
AND THE FATE OF ATLANTIS



Quick Indy! Walk away noncholantly - it's Carol Decker!

And while we're on the subject of sequels, what could be more appropriate than to take a look at Lucasfilm's forthcoming er, sequel of a sequel of a, er... sequel, *Indy IV*. From the first Indy movie, *Raiders*, to the third – *Indiana Jones And The Last Crusade* Lucasfilm Games have been merrily converting away for home computers.

Now, however, the games division is taking the lead: there is no *Indy IV* movie. Undeterred by this minor hiccup, the game's creator, Hal Barwood explains: "Lucasfilm doesn't have any plans for another Indy film, and the Games Division wasn't ready to retire everyone's favourite professor. So, we're sending him on a new archaeological adventure – an adventure as engrossing, mystical and fraught with historical significance as his search for the Ark of the Covenant or the Holy Grail."



Indy takes to a submarine in a bid to escape from T'Pau.

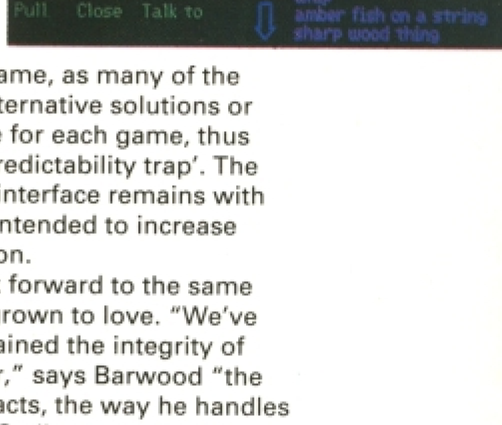
Incidentally just like *Last Crusade*, Lucasfilm is planning two versions of the new Indy game – an action game (to be coded in the UK by Attention To Detail, the guys behind *Nightshift)* and a graphic adventure (which we'll look at here). So what's the plot?

Well, like former Indy adventures, *Indy IV* begins at Barnett college where life is carrying on in its normal vein until Indy is paid a visit by a stranger. Rather inevitably this mysterious person is a stranger of Teutonic origin and he also happens to possess an ancient statue. Being the sort of dexterous chap he is, Indy has a key that fits into a hole in the statue's back. When the key is turned, the statue releases a small, glowing bead which this dubious stranger takes rather a liking too. So much of a liking to in fact, that he hoofs it, with statue, key and small bead in tow. Sadly though, or perhaps vitally from the point of view of the plot, this stranger lacks a quality normally deemed his country's national characteristic – organisation. In fact he's so bloody disorganised that he goes and leaves his bloomin' overcoat behind, containing all his personal papers. Indy finds (*quelle surprise*) a Nazi ID card and a magazine article about Sophia Hapgood, a former archaelogist and authority on the lore of Atlantis. Totally defying the laws of probability, Sophia and Indy "have a past" and now that they are both inextricably linked with the lost city of Atlantis (and the lost statue), they may have a future together. Aaaahh!

And the characters? Well, obviously Indy himself has the starring role, with Madame Sophia Hapgood making her debut and of course the game is bound to feature rather a lot of, er... Germans. As Indy you take a worldwide jaunt to discover and unleash the magic of the lost City of Atlantis before the Third Reich gets its evil mitts on it. You never know, we might even have a guest appearance from that former web-footed hero, Patrick Duffy (ahem).

LET'S GET TECHY (AGAIN)

Lucasfilm has hailed *Indiana Jones And The Fate Of Atlantis* as its most complex game to date. The game will feature more than 200 rooms and over 100 pieces of original art, which have been devised using a technique of video rotoscoping. In a nutshell, this means that the characters' appearance and movements are rendered more realistic. So Indy may even look as rugged and hunky as Harrison Ford himself. *(Just shut up and get on with it. Ed.)* Er... so it seems like the 256-colour VGA graphics will be particularly impressive. Like *Le Chuck*, you'll have a choice of paths during the course of the game, each having one of three different results: social interaction, puzzle solving or action, which will greatly enhance the longevity of the game, as many of the puzzles have alternative solutions or actually change for each game, thus avoiding the 'predictability trap'. The point and click interface remains with new additions intended to increase player interaction.



Oh No! She's back again! "China in your ha-yand" Arrrgh!

We can look forward to the same Indy we've all grown to love. "We've carefully maintained the integrity of Indy's character," says Barwood "the way he thinks, acts, the way he handles relationships." Sadly, we can't look forward to Harrison Ford in the movie, but if *Indy IV* fulfills its promise, who needs a film? STOP

WHAT'S WHAT

TITLE	Indiana Jones And The Fate Of Atlantis
PUBLISHER	Lucasfilm/US Gold
FORMAT	PC/ST & Amiga
PRICE	Tba
RELEASED	November/Tba



Win a GAME GEAR The Sega Sensation!



The Sega Game Gear is the latest hand-held sensation to come out of Japan, and you could be one of the first in your neighbourhood to get your hands on it as we're giving one away! We'll bung in a free game too! So...

Call 0898 299225

Win a SUPER FAMICOM!



The Nintendo Super Famicom is probably the most eagerly awaited new console to hit the streets ever! We've got our hands on one, and as much as we'd like to keep it ourselves we'll be giving it away along with a Commodore monitor and the brilliant game "Super MarioWorld"! So if you'd like this lot heading in your direction sometime soon, give the number below a call right away!!

0898 299273

Calls cost 34p (cheap rate) and 45p (at all other times) per minute including VAT.
Populuxe, PO Box 2065, London, W12 9JH

Pocket a Pool Table!



If you fancy being the ace pool player on your block, what better way to do it than by winning this Thurston League Pool Table? We'll deliver it to you, and it comes with everything you'll need!!

Phone 0898 299287

Win an AMIGA System!



Who could say no to winning an Amiga 500 with a colour monitor, a colour printer and 12 fantastic free game?! Nobody. So what are you waiting for?!!

Call 0898 299233 Now!

For details of winners please send a SAE marked "Winners List" to the address shown. If you do not pay the bill please ask permission before you call as the average length of call is 5.5 minutes.

CONSOLE ACTION

INSIDE

What's cooking in gadgets, gizmos and games

Super Famicom CD unit update

Razorsoft and Sega Inc. do battle over Stormlord funbags shock

Gameboy Mickey Mouse II and WF Superstars reviewed

A sneaky peek at Lucasfilm's sizzling new Starwars shebang

Cheats and tips in quantities beyond your wildest dreams

BUCKLE UP FOR THE WORLD'S FASTEST RIDE



HERE COMES SONIC THE HEDGEHOG!

ATARI LYNX
NINTENDO ES
NINTENDO GAMEBOY
PC ENGINE
SEGA GAME GEAR
SEGA MASTER SYSTEM
SEGA MEGA DRIVE
SUPER FAMICOM

REVIEWED



SHINOBI
The world's favourite shuriken-chucker hits the Game Gear



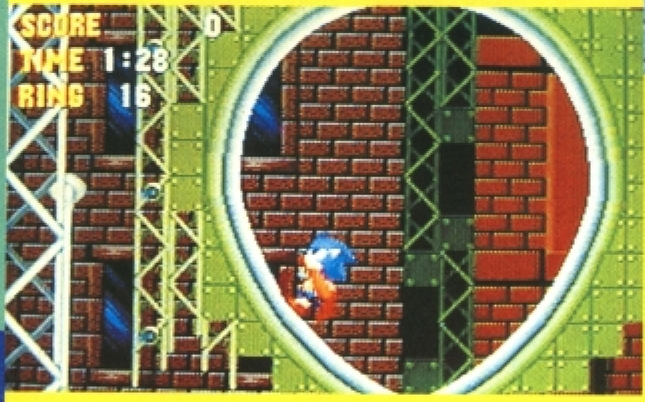
LEGEND OF HERO TONMA
Hot arcade action guaranteed to fire up yer PC Engine!

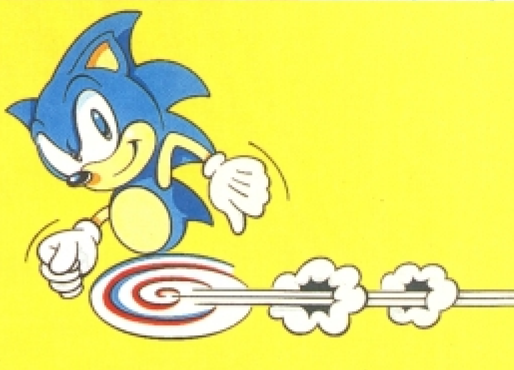

SONIC
THE HEDGEHOG
"the best game ever..."
the new hero for the SEGA MEGA DRIVE SYSTEM

He's blue, spikey and speedy (ultra sonic in fact!) **SONIC THE HEDGEHOG** has now arrived. **SONIC** is the unlikely hedgehog super hero of the **greatest platform game** ever seen on the **MEGA DRIVE SYSTEM. Zoom** through **6 worlds** collecting **power rings, tumbling** through tunnels, **bouncing** across landscapes **zapping** badguys as you go on to **destroy** the dark force of **Dr Eggman** that shadows your world . . . **check out the graphics!**







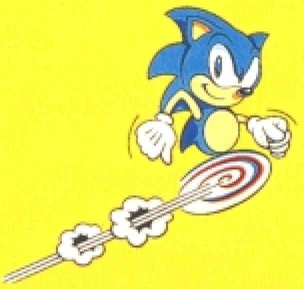




"the biggest & best thing ever seen on the mega drive"

MEAN MACHINES









Virgin

SEGA

VIRGIN MASTERTRONIC LTD, 16 PORTLAND ROAD, LONDON E11 4LA. TEL: 071 727 8070



Sega/£34.99/Mega Drive

CONSOLE CLASSIC



Sonic The Hedgehog is one talented little fella. His debut cart has blown minds, knocked off socks and weed from a great height over every other game at just about every computer show around the world, and it's finally here! So, what's it like?

Let's start with Sonic himself. Our wee hero is without doubt appealing to a ludicrous degree – it's damn near impossible to resist his charms. He's a dinky little beast, who scores top marks in the all-important three Cs – coolness, cuteness and charisma, giving every other game hero from Mickey Mouse to Mario a serious run for their money. And boy oh boy, can Sonic run – the longer the run up, the faster he goes, and just when you think he's reached his zenith he'll go even faster still.

His other forte is spinning. Hit the fire button and he'll curl up into a lethal, yet somehow adorable, ball of blue spikes. In this form he can bounce, zip and fly at breakneck speed, neatly smiting any foe in his path. To add to his appeal, he boasts a repertoire of stunningly life-like, irresistible animated quirks. Sonic pulls a different disgruntled expression for every mishap that befalls him – a stoic grimace when he's pushing heavy objects, a rather balletic totter on one toe when he's trying to keep his balance, and a disgruntled raise of an eyebrow and impatient tapping of a foot when you leave him standing still for too long.

So what about the game? Sonic's task is to make his way through six deliciously dangerous worlds to locate and defeat the horrible Dr. Eggman. Along the way, his gallant efforts are hindered by the dastardly Doc's creations – robots fashioned in the form of big, nasty (but really rather cute) mechanical beasts 'n' bugs. Some are nastier and more difficult to kill than others, but it's great fun dispatching 'em to that big baddie-pen in the sky. When you've shattered their menacing metallic shells, you'll discover inside a helpless little creature such as a baby bird, bunny or piglet, which will scamper and frolic happily away to its freedom (keep a sick-bucket handy at all times). To further hamper our hero, the worlds are positively brimming with puzzles, perils, platforms and booby traps, as well as springs which can either help or hinder your progress, depending on where they propel you. As Sonic works his way through each level, he'll collect lots of gold rings, which are handy in a number of ways. For starters, rings carried safely through to the end of a round will rack up plenty of points, and a certain number collected will get you an extra life. The rings act as protection too – as long as Sonic is holding at least one, enemy attacks won't be fatal. But he'll drop most of them with each attack, so it's all-important to keep picking 'em up!





Destroy this spaceship to release a bevy of bouncy bunnies. Aaaah.

To describe the gameplay as very enjoyable would be like calling a million pound pools win 'quite nice'. It really has to be experienced to be believed. The first thing you'll notice is the sheer speed of the action, thanks to



Whooeee... Sonic loops the loop and pulls 9G... run, boy, run!



Oooooooooh... just missed the landslide... go, Sonic, go, go go!



Sonic's capabilities. Then you'll discover the sheer size of each terrain you explore. Although you can whip through each level swiftly (with a bit of skill), you'll eventually notice that each round has several heights of path to work through – all of which lead to the finish mark. You'll also find all sorts of treasure-bearing nooks and crannies. Luckily, Sonic can look up and down, so you can cast a beady eye on what you might be missing as you zip along on your merry way. You can also test walls and rocks for entrances to secret rooms by giving 'em a push. The end-of-world bosses aren't too terribly dastardly, and they can be fairly swiftly outfoxed and dispatched with a bit of thought, practice and agility. When you've popped their clogs, you'll be rewarded with a neat visual treat before moving on. It's a big canister which can be zapped at the touch of a button, setting free a hoard of adorable little creatures (no doubt intended as further fodder for the Doctor's cruel creations).

The general difficulty level of game play is about medium – you're unlikely to get *really, really* stuck at any point. But it still presents a challenge you can get your teeth into, due to the fact that there are so many moves and skills for you to perfect along the way.

It's hard to write a review of *Sonic The Hedgehog* without feeling like you're writing advertising blurb. It's just that it's nigh-on impossible to find fault with it. Did I mention that the graphics are stunning? No? Well, of course they are. They're arguably the best ever seen on the Mega Drive to date – full of phenomenal colour, depth and detail. The backgrounds feature beautiful parallax scrolling, and the scrolling and sprite movement throughout, even at top speed, is super smooth and totally sexy. There are no criticisms to be made of the music or sound effects either. All these glittering attributes bring one's attention to the full capability of the Mega Drive – *Sonic* takes it to the max!

It should go without saying that *Sonic The Hedgehog* is addictive. Yes, it's hard to tear yourself away from, but it's also darn near impossible to get off your mind when you finally do, and leaves your fingers twitching if you don't get back to it quick enough! The sheer speed alone is something you can get hooked on, and the next few games you play after a session with *Sonic* feel like slow-mo', with sluggish scrolling and hero-sprites that seem to be wading through invisible porridge. Do not adjust or destroy your set – it's just that ol' *Sonic* magic working its wicked tricks on your grey matter.

Sonic's path to stardom seems to be cast, with experts predicting fame of incomparable proportions. But even at the end of the day, when we're all cursing under a mountain of *Sonic The Hedgehog* duvet covers, lunchboxes, cereals, stationery sets, bubblebaths, jockstraps etc (and reeling under a bombardment of copy-cat carts from cashers-in with names like Turbo The Stag Beetle), there will be no getting away from the basic fact – *Sonic The Hedgehog* is a bloody, bloody good game.



THE VERDICT 95

SUPER SONIC

There are handy power-ups hidden in TV sets to help Sonic on his quest. Just jump on the telly to snaffle the booty:



Temporary Invincibility



Temporarily increases speed



Extra life



This allows you to hold onto your stash of rings in the next enemy attack.



Get ten rings

CHEAT!

A large measure of hot tips for shandy-swilling console fans!

SOLAR JETMAN

(NES)
Fancy a peek ahead? Try this level 7 passcode for size: DQDZGNPBRDHB

PSYCHOSIS

(PC Engine)
Want to zip to the level of your choice? Just make sure any turbo switches are off (if you have 'em), then press Run and quickly press button 2 and hold it down. While you're holding it, press Run again – rapidly 5 times for level 2; 45 times for level 3; 25 times for level 4 and (if you're really keen) 100 times for level 5!

GHOSTS 'N' GOBLINS

(NES)
To pick your starting level, hit Right, B, B, B, Up, B, B, B, Left, B, B, B, Down, B, B, B and Start.

SWORD OF SODAN

(Mega Drive)
To warp up a level, just collect 4 potions and quaff the lot in one go!

ROBOCOP

(Gameboy)
To zip to the next level, wait until you're on your last legs energywise, then try to get killed just as you're about to pick up some new energy.

BONK'S ADVENTURE

(PC Engine)
A nifty way to really rack-up those 1-ups: keep on crushing those turtles when you're underwater in level 3-5. There are 20 extra bonks to be snaffled! (Oo-er!)

RAD RACER

(Nes)
If you've got plenty of time, sod-all to do and a burning desire to see the finishing sequence, then you'll be pleased to hear that your wish can be granted by selecting yer motor, remaining on the demo screen and pressing button B 64 times.

STRIDER

(Mega Drive)
If you're having trouble with the second reactor, you'll lurve this sneaky trick: to become invincible to those perilous lasers, just make sure your foot is touching the capsule on the ground next to you.

OPERATION C

(Gameboy)
To access the hidden level-select mode from the title screen: hit Up, Up, Down, Down, Left, Right, Left Right, B, A, B, A and Start.

CONTRA

(Gameboy)
For a generous bunch of extra lives when you continue, hit Up, Up, Down, Down, Left, Right, Left, Right, A, B, A, B Select and Start before you kick off.

RAMPAGE

(Lynx)
Here's a nifty tip to try when you're in a multi-player game: pick up an explosive and look upwards to prevent it from going off. Now you can drop it wherever you want, and set it off whenever, by simply looking downwards.

If you've got 'em, we want 'em – cheats, hints, tips, maps, solutions, in fact anything consoley. You might even receive something nice in return. So send all your stuff to: **Console Action, ZERO, 14 Rathbone Place, London, W1P 1DE.**


SEGA
GAME GEAR
Back-Lit Screen
Volume Control
Stereo Sound
GAME GEAR
POWER
Brilliant Graphics
Great Games
get hold of these hot new games NOW!..
Super Monaco £19.99
Columns £19.99
G-Loc £24.99
Wonder Boy £19.99



we ain't PRETENDIN'
Full Colour TV Tuner coming soon
Battery Pack available soon
SEGA PORTABLE VIDEO GAME SYSTEM
START
SCORE TIME 965
Full Colour Screen
Head To Head Cables available soon
Actual Size: Game featured on screen. Castle of Illusion starring Mickey Mouse £24.99.
...plus these terrific tasty titles!!!
Golden Axe £24.99
Shinobi £24.99
Psychic World £19.99
Dragon Crystal £24.99
Putter Golf £19.99
now...watch out every month for more fantastic games from SEGA!
Game Gear only £99.99
Virgin
SEGA
VIRGIN MASTERTRONIC LIMITED
16 PORTLAND ROAD, LONDON W11 4LA.
● Game not included

Tel: 081-747 4757 Fax: 081-995 1325 Enquiries & Queries: 071 742 1831

Legend Software

16 Linden Gardens, Chiswick London W4 2EQ

24 hr Credit Card Line: 0898 234228

TOP TITLES

	ST PRICE	AMIGA PRICE
Half Meg Upgrade	N/A	£29.99
3D Construction Kit	£25.99	£25.99
1 Meg Cricket	N/A	£16.99
4D Sports Boxing	£16.99	£16.99
688 Sub Attack	£16.99	£16.99
Agony	£18.99	£18.99
A10 Tank Killer	£18.99	£18.99
Alcatraz	£15.99	£15.99
Action Station	N/A	£18.99
Andit King of Ancient China	£21.99	£21.99
Alpha Waves	£15.99	£15.99
Armour Geddon	£16.99	£16.99
Advanced Destroyer Sim (A.D.S.)	£18.99	£18.99
Addidas Golden Shoe	£15.99	£15.99
Atomic Robo Kid	£15.99	£15.99
A.W.S.O.M.E.	£18.99	£21.99
Amazing Spiderman	£15.99	£15.99
Aff II	£15.99	£15.99
Blue Max	£18.99	£18.99
Battle Command	£14.99	£14.99
Billy the Kid	£14.99	£14.99
Bill Elliotts Nascan challenge	£16.99	£16.99
Brat	£15.99	£15.99
Battle Master	£18.99	£18.99
Barbarian II (Psygnosis)	£16.99	£16.99
Back to the Golden Age	£16.99	£16.99
B.A.T.	£22.99	£18.99
Battle Hawk 1942	£16.99	£16.99
Battle Chess	£16.99	£16.99
Battle Chess II	£16.99	£16.99
Back to the Future III	£15.99	£15.99
Blade Warrior	£16.99	£16.99
Bomder Bob	£16.99	£16.99
Brain Blaster	£16.99	£16.99
Betrayal	£18.99	£18.99
Buck Rodgers	£18.99	£18.99
Chips Challenge	£16.99	£16.99
Cabal	N/A	£14.99
Cybercon III	£16.99	£16.99
Colditz	£18.99	£18.99
Chase HQ	£14.99	£14.99
Chaos Strike Back	£16.99	£16.99
Chuck Rock	£15.99	£15.99
Chase HQ II	£14.99	£14.99
Captive	£15.99	£15.99
Carve Up	£14.99	£14.99
Cruise for the Corpse	£16.99	£16.99
Crime Wave	£16.99	£16.99
Cadaver	£16.99	£16.99
Celica GT4 Rally	£15.99	£15.99
Chuck Yeagers A.T.F.	£15.99	£15.99
Centurion	£16.99	£16.99
Carthage	£16.99	£16.99
Corporation	£9.99	£14.99
Dragon Lair II (Timeware)	£26.99	£26.99
Dragon Wars	£16.99	£16.99
Dynamite Debuger	£15.99	£15.99
Dragon Lair	£26.99	£26.99
Dragon Ninja	£13.99	£13.99
Days of Thunder	£15.99	£15.99
Dick Tracey	£15.99	£15.99
DAS Boot	£21.99	£21.99
Epic	£14.99	£14.99
Eswat	£16.99	£16.99
Eye of the Beholder	£18.99	£18.99
Elf	£14.99	£14.99
Elvira Mistress of The Dark	£21.99	£21.99
Euro Superleague	£13.99	£13.99
F16 Combat Pilot	£16.99	£16.99
F29 Retaliator	£14.99	£14.99
F19 Stealth Fighter	£19.99	£19.99
Final Conflict	£16.99	£16.99
Final Whistle	£8.99	£8.99
Feudal Lords	£16.99	£16.99
F117A	£21.99	£21.99
Fore Play	£15.99	£15.99
Flight of the Intruder	£18.99	£18.99
F15 Strike Eagle II	£21.99	£21.99
Future Basketball	£16.99	£16.99
Gunship 2000	£21.99	£21.99
Genghis Khan	£21.99	£21.99
Gettyburg	£18.99	£18.99
Gauntlett III	£16.99	£16.99
Gods	£15.99	£15.99
Golden Axe	£15.99	£15.99
Gold of the Aztecs	£15.99	£15.99
Gun Boat	£16.99	£16.99
Harpoon (1 Meg)	£19.99	£19.99
Hill Street Blues	£15.99	£15.99
Hard Drivin II	£14.99	£14.99
Hawk	£19.99	£19.99
Heros Quest (1 Meg)	£21.99	£21.99
Hydra	£15.99	£15.99
Imperium	£16.99	£16.99
Imortals	£15.99	£15.99
Iron Lord	£15.99	£15.99
International Ice Hockey	£16.99	£16.99
Indianapolis 500	£16.99	£16.99
Ishido	£18.99	£18.99
Ivanhoe	£14.99	£14.99
James Pond	£14.99	£14.99
Jupiters Masterdrive	£15.99	£15.99
Killing Cloud	£15.99	£15.99
Kick of II (1 Meg)	£15.99	£15.99
Kick O II (Half Meg)	£12.99	£12.99
Lemmings	£15.99	£15.99

TOP TITLES

	ST PRICE	AMIGA PRICE
Lost Patrol	£14.99	£14.99
Line of Fire	£16.99	£16.99
Loom	£18.99	£18.99
Last Ninja III	£15.99	£15.99
Leisure Suit Larry III	£24.99	£24.99
Lotus Esprit	£15.99	£15.99
M1 Tank Platoon	£19.99	£19.99
Magnetic Scroll	£18.99	£18.99
Metal Master	£15.99	£15.99
Mega Traveller	£19.99	£19.99
Metal Mutant	£16.99	£16.99
Moonstone	£21.99	£21.99
Maupiti Island	£16.99	£16.99
Mad Professor Mariarti	£15.99	£15.99
Midnight Resistance	£14.99	£14.99
Midwinter	£19.99	£19.99
Midwinter II	£19.99	£19.99
Moonshine Racers	£15.99	£15.99
Myth	£15.99	£15.99
Mystical	£15.99	£15.99
Mig 29 (Fulcrum)	£21.99	£21.99
Monkey Island	£16.99	£16.99
M.U.D.S.	£15.99	£15.99
Murder	£16.99	£16.99
Nam 1965-1975	£18.99	£18.99
Narc	£14.99	£14.99
Nightshift	£16.99	£16.99
Nightbreed (Arcade)	£14.99	£14.99
Navey Seals	£14.99	£14.99
Nightbreed (Adventure)	£14.99	£14.99
Neverending Storey II	£16.99	£16.99
Ninja Remix	£14.99	£14.99
Nitro	£15.99	£15.99
Obitus	£21.99	£21.99
Operation Stealth	£16.99	£16.99
Operation Thunderbolt	£14.99	£14.99
Pang	£14.99	£14.99
Predator II	£15.99	£15.99
PGA Tour Golf	£16.99	£16.99
Plotting	£14.99	£14.99
Panza Kick Boxing	£16.99	£16.99
Puznic	£14.99	£14.99
Paradroid 90	£16.99	£16.99
Populas + Sim City	£21.99	£21.99
Powermonger	£18.99	£18.99
Rainbow Islands	£14.99	£14.99
Renegade (Coin Op Hit)	£14.99	£14.99
R-Type II	£16.99	£16.99
Rick Dangerous II	£16.99	£16.99
Robo Cop	£13.99	£13.99
Robo Cop II	£14.99	£14.99
Rougue Trooper	£14.99	£14.99
Savage Empire	£19.99	£19.99
Star Trek V	£16.99	£16.99
Shadow Warrior	£14.99	£14.99
Sim Earth	£16.99	£16.99
Star Control	£16.99	£16.99
Super Cars II	£15.99	£15.99
Shadow of the Beast II	£16.99	£21.99
Shadow Dancer	£16.99	£16.99
Sly Spy	£14.99	£14.99
Ski or Die	£16.99	£16.99
Space Ace	£26.99	£26.99
Speedball II	£15.99	£15.99
Snow Joke	£15.99	£15.99
Srider II	£15.99	£15.99
Stormball	£15.99	£15.99
Spirit of Excalibur	£21.99	£21.99
Skull & Crossbones	£15.99	£15.99
Super of Road Racing	£15.99	£15.99
Super Monaco GP	£16.99	£16.99
Switch Blade II	£15.99	£15.99
Spindizzy Worlds	£16.99	£16.99
Supremcey	£19.99	£19.99
SWIV	£15.99	£15.99
Team Suzuki	£15.99	£15.99
Team Yankee	£19.99	£19.99
Teenage Mutant Heroes	£16.99	£16.99
The Puniser	£16.99	£16.99
Railroad Tycoon	£16.99	£16.99
Test Drive III	£15.99	£15.99
Their Finest Hour	£19.99	£19.99
Torvak the Warrior	£15.99	£15.99
Toki	£15.99	£15.99
Total Recall	£14.99	£14.99
Tournament Golf	£16.99	£16.99
Turrican II	£15.99	£15.99
Ultimate V	£18.99	£18.99
Ultimate Ride	£16.99	£16.99
UMB II	£18.99	£18.99
UN Squadron	£15.99	£15.99
USS John Young	£16.99	£16.99
Vaxine	£15.99	£15.99
Vendetta	£16.99	£16.99
Viz	£15.99	£15.99
Voodoo Nightmare	£15.99	£15.99
Wings (Half Meg)	£18.99	£18.99
Wings (1 Meg)	£18.99	£18.99
White Death (1 Meg)	£18.99	£20.99
Warlock The Avenger	£14.99	£14.99
Wonderland	£18.99	£18.99
Wolfpack	£18.99	£18.99
Wrath of the Demon	£18.99	£18.99
Xiphos	£16.99	£16.99
Z Out	£16.99	£15.99
Ziltrax	£16.99	£16.99

COMPILATIONS

HOLLYWOOD COLLECTION
Robocop, Ghostbusters 2, Indiana Jones, Batman The Movie
All Four Games For Only £17.99

POWER PACK
Xenon 2, TV Sports Football, Bloodwych and Lombard Rally
All Four Games For Only
£14.99

TNT
Hard Drivin, APB, Xybots, Toobin and Dragon Spirit
All Five Games For Only £16.99

LIGHT FORCE
Batman, Bio Challenge, 1K+, Voyager and R Type
All Four Games For Only £14.99

FUN BOX
Kult, Purple Saturn Days, Hostages and Op. Neptune
All Four Games For Only £8.99

MASTER MIX
Super Wonderboy, Turbo Outrun, Dynamite Dux, Thunderblade and Crackdown
All Five Games For Only £16.99

PLATINUM
Black Tiger, Strieder, Forgotton Worlds and Ghouls and Ghost
All Four Games For Only £16.99

HEROES
Barbarian 2, Pumming Man, Star Wars and Licence To Kill
All Four Games For Only £15.99

MAGNUM 4
Afterburner, Double Dragon, Operation Wolf and Batman Cap I
All Four Games For Only £17.99

BIG BOX
Captain Blood, Safari Guns, Teenage Queen, Bubble Plus, Tin Tin on the Moon, Purple Saturn Day, Krypton Egg, Jumping Jackson, Bo Bo, Hostages **£16.99**

FIST OF FURY
Dynamite Day, Shinobi, Ninja Warriors, Double Dragon II
£16.99

WHEELS OF FIRE
Hard Drivin, Chase HQ, Powerdrift and Turbo Outrun
All Four Games For Only £16.99

PRECIOUS METAL
Xenon, Captain Blood, Crazy Cars and Arkanoid
All Four Games For Only £14.99

EDITION ONE
Double Dragon, Xenon, Gemini Wing and Silkworm
All Four Games For Only £15.99

SOCCER MANIA
Football Manager 2, Gazzas Soccer, Microprose Soccer and Football Mang. 2 World Cup Edition
All Four Games For Only £16.99

FULL BLAST
Chicago 90, Rick Dangerous, Highway Patrol 2, P47, Carrier Command and Ferrari Formula One
All Six Games For Only £16.99

CHALLENGERS
Kick Off, Super Ski, Fighter Bomber, Great Courts and Stuntcar Racer
All Five Games For Only £16.99

FLIGHT COMMAND
Eliminator, Strike Force Harrier Lancaster, Sky Fox and Sky Chase
All Five Games For Only £10.99

COMPUTER HITS VOL 2
Tetris, Joe Blade Golden Path and Black Shadow
All Four Games For Only £12.99

MIND GAMES
Austerlitz, Waterloo and Conflict in Europe
All Three Games For Only £14.99

POWER UP
Altered Beast, Rainbow Island, X Out, Chase HQ, Turrican
£17.99

BUDGET TITLES UNDER £10.00

Trivial Pursuit	N/A	£8.99
Photon Paint	N/A	£8.99
Super Hang On	£6.99	£6.99
Afterburner	£6.99	£6.99
R-Type	£6.99	£6.99
Batman Caped Crusader	£6.99	£6.99
Last Ninja II	£6.99	£6.99
Thunderblade	£6.99	£6.99
Blasteroid	£6.99	£6.99
Vigilante	£6.99	£6.99
Road Blaster	£6.99	£6.99
W.C. Leaderboard	£6.99	£6.99
Gauntlet II	£6.99	£6.99
Barbarian II	£6.99	£6.99
Axel Magic Farmer	£6.99	£6.99
Outrun	£6.99	£6.99
Silk Worm	£6.99	£6.99
Double Dragon	£6.99	£6.99
Wizball	£6.99	£6.99
Arknoid II	£6.99	£6.99
Future Bike	£6.99	£6.99
Hong Kong Phoey	£6.99	£6.99
Michael Jackson Moonwalker	£6.99	£6.99
Def of the Earth	£6.99	£6.99
Centrefold Squares	£6.99	£6.99
Delux Strip Poker	£6.99	£6.99
Dailey Double Horse Racing	£6.99	£6.99
Colossus Chess	£7.99	£7.99
Tank Attack	£7.99	£7.99
Shadow of the Beast	£8.99	£8.99
Hawkeye	N/A	£7.99
Carrier Command	N/A	£8.99
Crazy Cars	£6.99	£6.99
Continental Circus	£6.99	£6.99
Hitch Hikers Guide to the Galaxy	£8.99	£8.99
Leather Goddess of Phobos	£8.99	£8.99
Zork I	£8.99	£8.99
Cosmic Pirates	£6.99	£6.99
Rotor	£6.99	£6.99
Colorado	£6.99	£6.99
Xenon	£8.99	£8.99
Grid Runner	£6.99	£6.99
Gemini Wing	£6.99	£6.99
Operation Wolf	£6.99	£6.99
Defender of the Crown	£8.99	£8.99
Forgotten Worlds	£6.99	£6.99
Switch Blade	£6.99	£6.99
Speedball	£8.99	£8.99
Daley Thompson Olympic Challenge	£6.99	£6.99
Licence to Kill	£6.99	£6.99
Hard Drivin	£6.99	£6.99
Turrican	£7.99	£7.99
Baal	£8.99	£8.99
IX+	£6.99	£6.99
North & South	£6.99	£6.99
3-D Pool	£8.99	£8.99
Tiger Road	£6.99	£6.99
Ballistix	£8.99	£8.99
Blood Money	£8.99	£8.99
Infestation	£8.99	£8.99
Toobin	£6.99	£6.99
Bionic Commands	£8.99	£8.99
Blasteroid	£6.99	£6.39
California Games	£6.99	£6.99
Outrun	£6.99	£6.99

PLEASE MAKE CHEQUES AND PO'S PAYABLE TO *"LEGEND SOFTWARE"*

COMPUTER____________________

Titles **Price**

DATE

NAME:____________________

ADDRESS:____________________

P&P FREE IN THE UK: EUROPE ADD £1.00: ELSEWHERE ADD £1.50: Z4/06

POSTAL CODE:__________ **TEL:**__________

QUICKIES

Sonic The Hedgehog, our cover boy this issue, looks set to become the biggest star the console industry has seen for quite a while. Experts have been heard mumbling predictions that his debut could grab the crown of best-selling Mega Drive cart ever. And we're reliably informed that work has started on a follow up! We can't wait...

The Game Genie is a nifty new American peripheral for the NES. When slotted in with one of the 300 standard games it recognises, it adds all sorts of stonking options like extra lives, super-skills and invincibility. A recent attempt to ban this little gem failed in court, and it continues to retail for a mere $80. As yet, a version compatible with the British NES machine hasn't been made, but keep your eyes open...

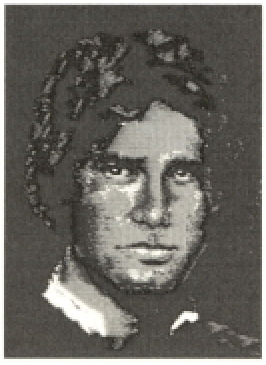
Nintendo's deal with Sony to develop a CD unit for the Super Famicom has finally been tied up. Those lucky American-type people with cash to burn can look forward to seeing the said gizmo by the end of the year – at a price in the region of $600. One of the first titles looks like being *Sim Earth*. But some all-new games are also in production, with the possibility of movie tie-ins starring characters from Sony-owned Columbia Pictures.

The latest recruit to the growing army of Mega Drivers is none other than Vic Reeves himself! The great man got hooked on consoles after Jonathan Ross bought him a Gameboy as a Christmas pressie. Always a man to move with the times, he decided recently that the time had come to upgrade to a 16-bitter.

Software house in porno game shock! The folks across the pond at Sega USA have halted production of RazorSoft's *Stormlord* until the programmers agree to cover up the rude girlie bits displayed by the various statues and fairies that appear starkers. RazorSoft, however, is determined to stick to its guns, defending its nude sprites as perfectly decent and refusing point blank to clothe them. Hoorah!

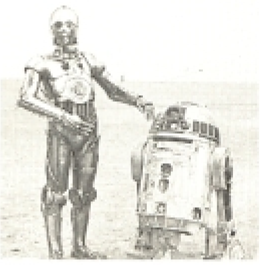
Those clever bods at Acclaim are currently beavering away on a hot new game for the Super Famicom, starring those chart-bustin' cartoon faves The Simpsons. They promise it'll be ready for a Crimbo release...

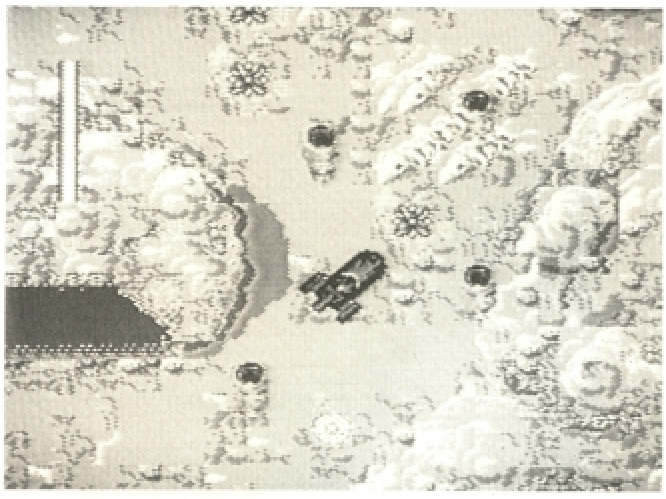
NES STAR WARS



It looks like NES owners are in for a true treat in the not too distant future, thanks to those clever chappies at Lucasfilm. They've cooked up an all new *Star Wars* game for the system, and it looks like being a stonker of generous proportions! The graphics look rather delish' – featuring faithful reproductions of the movie's best locations (like the desert, the spaceport and the death star). The gameplay also promises variety galore, including multi-directionally scrolling combat scenes and some tricky driving levels, plus neat 3-D space flight action as you manoeuvre the Millennium Falcon through an asteroid field.

Not only can you tackle missions in whatever order you like, you can also chop and change your on-screen character! Yes, here's your opportunity to step into the shoes of Obi-Wan Kenobi, the unfashionable judo-suit of Luke Skywalker, the dodgy leather jerkin of Han Solo, the fetching frock and funny hairdo of Princess Leia, the glittering metal bod of C-3 PO and even the flip-top bin on wheels that is loveable lil' R2-D2. They're all on hand to help complete your tasks – you just work out which one is most effective for each mission that confronts you. With all this, several different ways to complete the game and a password controlled save-game option too, *Star Wars* looks like it'll provide hours of entertainment for your greenbacks. May the force be with you...





Desert Storm, NES-style.

FAMICOM GOES STATESIDE

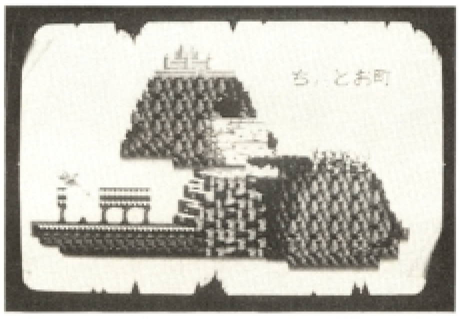
Nintendo's 16-bit Super Famicom (the machine set to do battle with the Sega Mega Drive) has just been officially launched in the USA. Sporting a newly designed case and a new name, Super NES, the machine was unveiled at Chicago CES along with a host of titles (most of which we'd already seen!). *Pilot Wings* and *F-Zero* had the punters drooling over the giant- sized monitors in the giant-sized Nintendo show stand, although there was also a host of other titles on show from third party Nintendo publishers! Nintendo is promising to add *Sim City, Super Play Action Football* and *Zelda III* to this list of US Super NES titles by Christmas of this year. As for Blighty, rumours are circulating that the machine will be released here quite a bit earlier than originally expected. January or even Xmas-time, perhaps? Stay tuned to Console Action for the latest news, as it happens!



CONSOLING THE PRINCE OF PERSIA



Broderbund's jammin' title, *Prince Of Persia* was too good to leave to computer gamers only, so plans are now afoot to bring the arabian adventure to console gamers. Domark is currently working on the conversion for the Master System. Owners of the Sega 8-bit can expect the goodies at the end of the year. Meanwhile, the US-based company Arcadia has been responsible for the Game Boy version. We've played it, and pretty darn neat it looks too. So just keep an eye on those grey importers, folks.



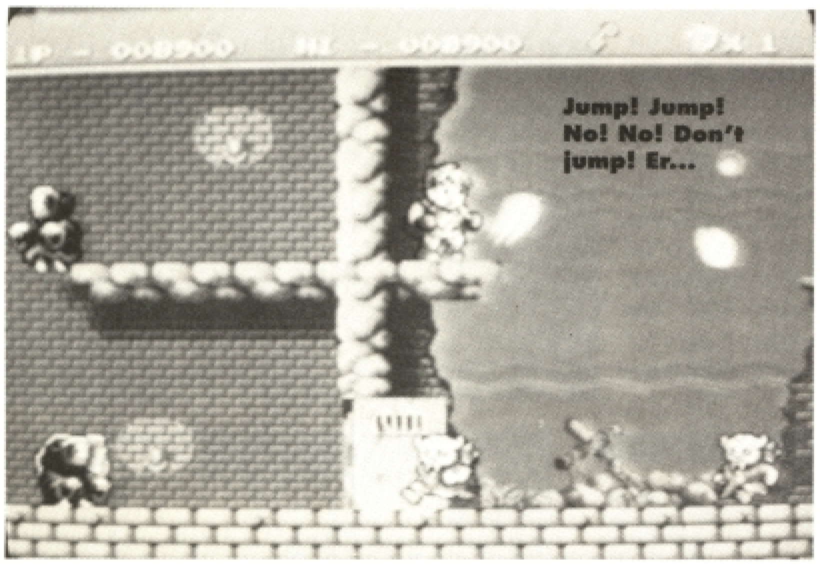
LEGEND OF HERO TONMA

Hucard/£35.00/PC Engine

It's cutesy platform time again. Since I don't have the packaging to this leetle number and can't remember it from the arcades, I can't tell you who Tonma is, why he's a hero or why he wants to battle his way across an island rather than sit at home with his feet up watching *Celebrity Squares*. Still, who gives a monkey's? The point is, he's on the island and he's got to get across it.

Sounds easy, doesn't it? Just like orienteering – there's even a map at the beginning to show you how far you've got to go. The problem is that whereas orienteering is a peaceful wander through leafy glades, *Tonma* is a blast and leap through alien infestation.

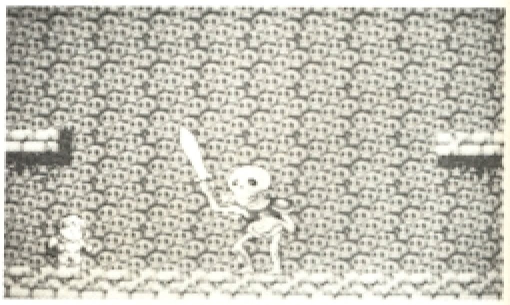
Of course there are power-ups and filthy lucre (that's money, not a rather unclean medieval instrument) to collect along the way. Your fighting isn't limited to firing your super weaponry either. You can relieve your frustrations by jumping on opponents' heads. This doesn't kill them but it does wonders for your self-esteem. You'll need power-ups rather than head jumps to take on the end of level nasties though. They're vicious little basts. Actually they're not exactly little and I've no idea about the legal relationship between their parents. However, they're definitely vicious and take more hits than Stock, Aitken and Waterman to destroy.



Jump! Jump! No! No! Don't jump! Er...

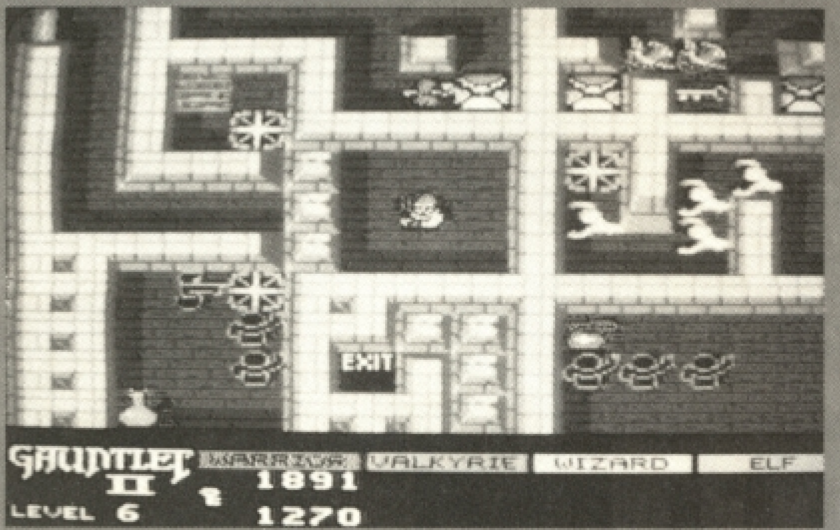
Unfortunately the nasties are about the only challenging thing in the game. Much of the rest of it is easy, peasy, Japanesey. Getting killed tends to be more a result of carelessness rather than direct enemy action.

Ah well, the action is all neatly put together with quite a nifty soundtrack and reasonable range of beasties. There's nothing particularly special about *Tonma,* but it's a good example of its particular genre and, I have to admit, painfully addictive. It's all a bit "been there, done that, naff off", but it's quite fun if that's the Minogue you're into.



THE VERDICT 85

GAUNTLET II



Nintendo/£39.99/NES

These *Gauntlet* games are as old as the hills. Well not as old as all the hills. After all, there are some jolly old hills knocking about. Let's put it this way: the original *Gauntlet* games were around when *Should I Stay Or Should I Go* was a record, not a commercial.

For the one man and his dog who don't know what it's all about: 1) Where've you been grandad? 2) *Gauntlet II* is a multi-player dungeon adventure (not unlike *Gauntlet I*). As a wizard, elf or warrior you have to battle your way through endless levels of dungeon mazes.

Staying alive is the name of the game. It's also a matter of keeping your energy level above the evil zero. Energy's depleted not only by running into sharp objects such as swords and arrows, but also by time itself. Yes – life just slips away with the seconds only boosted by finding (and consuming) food and drink.

There are all sorts of beasties with their eyes on your energy points. Apart from the conventional cut-and-thrust meanie, there are large blobs of jelly that latch onto you and go squelch. Worst of all there's Death – persistent and invincible. Well, you can hardly expect fairplay from a game which includes a level where all the walls are invisible.

All the standard *Gauntlet* fayre is here, including the 'helpful' voice reminders, like "Warrior needs food badly". (Of course Warrior needs food badly – if he didn't bloomin' well need food badly he wouldn't be charging around the dungeon like an elf with a firework up his bottom.)

It's all good playable fun, but it is getting to be a little old hat. In fact there are few surprises in what is, to be honest, a rather old game. You've seen it all before.

THE VERDICT 83

MICKEY MOUSE II

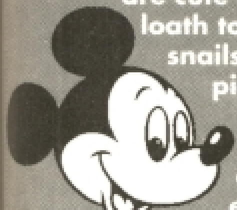
Kemco/£21.00/Gameboy

CONSOLE CLASSIC

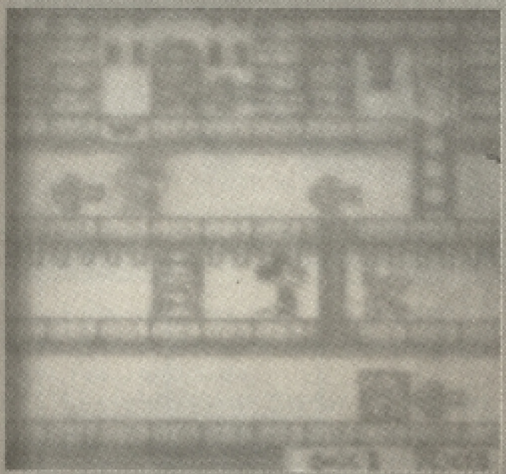
Our cuddly, Florida-based rodent is back on the Gameboy. His mission? Why, to rescue Minnie – she's trapped in the Castle of Illusion. Though why anyone would want to rescue a polka-dot clad mouse with the most irritating voice in the universe is beyond me. Still, each to his own, I suppose.

A poignant opening screen shows your girly sobbing her little heart out before you (as Mickey) make your way through the interminable mazes which make up the numerous levels. You'll need to collect energy-giving keys and power-ups either in your path or through the doors which you must open along your way. Your weapons are varied and range from bombs and bows and arrows to weights and pieces of cheese. Even the meanies are cute and you almost feel loath to kill sweet little snails, woodland trees, pigs and bees.





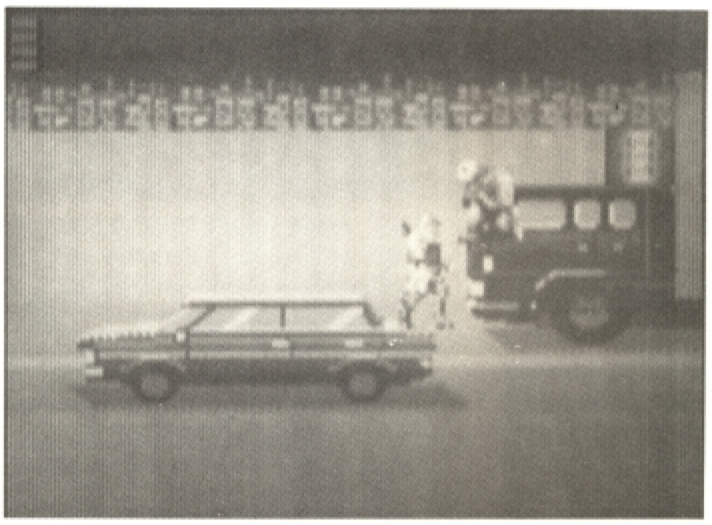
***Mickey Mouse II* is extremely well animated – you can easily see the intsy, wintsy detail on the tiny screen without the slightest eye strain. And what detail! Mickey climbs across ropes, slides through pipes and even wiggles his bottom before opening a door with the utmost ease. The game's difficulty level is pitched just right – you keep going back to it and even acquire the genuine intention of saving Minnie, despite the annoying little tune which accompanies you throughout. A fab, cutesy game for the cutest console to date.**



THE VERDICT 90

Thanks to the lovely Console Concepts of Newcastle Under Lyme (tel. 0782 712759) for lending us *MIckey* and *WF*.

SHINOBI



Sega/£24.00/Game Gear

CONSOLE CLASSIC

A true graphical treat has appeared on the Game Gear in the form of the classic hack 'em up, *Shinobi*. As a white-robed hero, who looks unnervingly like a stand-in for Abba, you battle your way through various scenarios using your lethal scimitar. Your aim is to free your kindred spirits (or the rest of your pop group).

The game is divided into four locations, namely Highway, Valley, Harbour and Woodland. You can realise any 'vandalistic' fantasies by jumping on cars and lorries on the Highway, taking on nasty terrorists and exploding men whilst you gad about collecting extra lives and energy bonuses. But make sure you don't fall off, or you'll be mowed down by on-coming traffic. In the Valley, you can experience death by drowning in a whirlpool if your log-jumping tactics aren't up to scratch. And you may be rather dismayed to learn that you'll also have to hack up several bikini-clad beauties on your way, but personally this didn't bother me one bit. Huge scythes are hurled at you as you hop from branch to branch in the Woodland, whilst so many thugs attack you in the Harbour that you'll need all your wits about you (and more).

But best of all, the multi-scrolling graphics are beautifully implemented. There are lush backdrops and all sorts of different moves for your hero (let's call him Björn), who can crouch, duck or jump to avoid oncoming shots, or teeter on the edge of a log, lorry etc.

Shinobi has a good variety of gameplay which is tricky enough to keep you going back for more (and more). It also boasts neat, bouncy sound but, more importantly, *Shinobi* uses the Game Gear to its best potential. A must for any Gearer's collection.

THE VERDICT 90

WF SUPERSTARS

LJN/£24.00/Gameboy

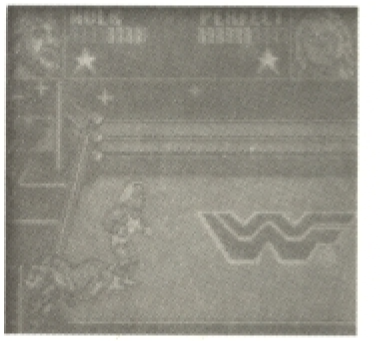
CONSOLE CLASSIC

Well this is a bit of alright and no mistake. Which is more than can be said of the beefy lunkheads who make up the competitors in this gripping grapple 'em up. With names like Macho King, Randy Savage and Hulk Hogan, these guys are not the sort of people you'd take home to meet your mother.



However, in the ring they're the business. What they lack in social graces they make up for in piledrives, headbutts and suplexes. No wrestling ring can contain all this violence. Action can all too easily spill over the ropes and onto the floor. Provided you can get back into the ring within ten seconds, this is a legit location for violence.

Despite the impressive variety of moves, including the option of mounting one of the ringside posts and leaping on an opponent, *WF Superstars* is surprisingly simple to control. It takes a little while to get all the moves sussed, but from then on you'll be drop kicking like an expert. Well worth irritating everyone on the bus with.



THE VERDICT 90

STOP

SOFTWARE CITY

Unit 4, B.D.C., 21 Temple Street, Wolverhampton. WV2 4 AN.
Tel: 0902 25304. Fax: 0902 712751

Access

VISA

CALL US ON: 24 HOUR CREDIT CARD HOTLINE 0902 25304

ATARI & AMIGA GAMES

	ST	AG
3-D Construction Kit NEW	24.99	34.99
3-D Pool NEW PRICE	9.99	9.99
688 Attack Sub	N/A	17.50
AMOS Games Creator	N/A	34.99
APB NEW PRICE	7.99	7.99
ATF 2	17.50	N/A
Action Stations (1 Meg)	N/A	21.50
Advanced Destroyer Sim	17.50	17.50
Advanced Fruit Machine	6.99	6.99
Afterburner	7.99	7.99
Africa Korps	21.50	21.50
Ancient Battles	17.50	17.50
Arkanoid - Revenge of Doh	7.99	7.99
Armour Geddon	N/A	17.50
Arnhem	N/A	13.99
Atomic Robokid SPECIAL OFFER	9.99	9.99
Atomino NEW	17.50	17.50
Awesome NEW PRICE	17.50	17.50
BAT	24.99	21.50
Backgammon	17.50	17.50
Bandit Kings of Ancient China	N/A	27.99
Barbarian 2	7.99	7.99
Bards Tale 3	N/A	17.50
BAtman the Caped Crusader	7.99	7.99
Battle Chess	17.50	17.50
Battle of Britain (Their Finest Hour)	21.50	21.50
Battle Master	21.50	21.50
Bombjack	9.99	9.99
Brat	17.50	17.50
Bridge Player 2150	N/A	21.50
Budokan NEW PRICE	N/A	9.99
CJ'S Elephant Antics	N/A	6.99
California Games NEW PRICE	7.99	7.99
Captive	17.50	17.50
Car-vup SPECIAL OFFER	N/A	9.99
Carrier Command NEW PRICE	9.99	9.99
Centurian	N/A	17.50
Centerfold Squares	9.99	9.99
Champions of Krynn (1 Meg)	N/A	21.50
Chase HQ 2	17.50	17.50
Champion of Raj NEW	17.50	17.50
Chaos Strikes Back (1 Meg)	17.50	17.50
Chessmaster 2100	N/A	21.50
Chips Challenge	17.50	17.50
Chuck Rock	17.50	17.50
Chuckie Egg 1 or 2 NEW PRICE	9.99	9.99
Cohort Fighting for Rome	21.50	21.50
Colorado NEW PRICE	7.99	7.99
Colossus Chess 10	9.99	9.99
Continental Circus NEW PRICE	7.99	7.99
Corporation + Mission Disc	17.50	17.50
Cricket (1 Meg only)	N/A	21.50
Cricket Captain	17.50	17.50
Crystals of Arborea NEW	17.50	17.50
Curse of Azure Bonds (1 Meg only)	21.50	21.50
Cybercon 3 NEW	17.50	17.50
Daily Double Horse Racing	9.99	9.99
Daley Thompsons Olympic Challenge	7.99	7.99
Damocles + Mission Disc 1 & 2	17.50	17.50
Defender of the Crown NEW PRICE	9.99	9.99
Deluxe Strip Poker	9.99	9.99
Demoniak NEW	21.50	21.50
Denaris NEW PRICE	7.99	7.99
Disney Animation Studio	N/A	69.99
Double Dragon NEW PRICE	N/A	7.99
Dragon Spirits	7.99	7.99
E-Motion SPECIAL OFFER	3.99	3.99
Edd the Duck	17.99	17.99
Elite SPECIAL OFFER	12.99	N/A
Elvira Mistress of the Dark	21.50	21.50
Emlyn Hughes Int Soccer	17.50	17.50
Emlyn Hughes Trivia Quiz	17.50	17.50
Enchanter NEW PRICE	9.99	9.99
England Championship Special	17.50	17.50
European Super League	17.50	17.50
Eye of the Beholder	N/A	21.50
F16 Combat Pilot	17.50	17.50
F19 Stealth	21.50	21.50
F29 Retaliator	17.50	17.50
Fantasy World Dizzy	6.99	6.99
Fast Food	6.99	6.99
Ferrari Formula One	6.99	6.99
Final Whistle	8.99	8.99
Fire Brigade (1 Meg)	21.50	21.50
First Contact SPECIAL OFFER	3.99	N/A
Flintstones NEW PRICE	7.99	7.99
Flood SPECIAL OFFER	9.99	9.99
Football Director 2	13.99	13.99
Football Manger	4.99	4.99
Football Manager 2 & Expansion Kit	13.99	13.99
Fruit Machine	6.99	6.99
Full Contact NEW	N/A	9.99
Fun School 3(U 5)	17.50	17.50
Fun School 3 5-7 Years	17.50	17.50
Fun School 3 7+	17.50	17.50
Future Basketball SPECIAL OFFER	9.99	9.99
Gary Linekers Hotshots	6.99	6.99
Gauntlet 2	7.99	7.99
Galaxy Force SPECIAL OFFER	N/A	2.99
Gettysburg	21.50	21.50
Ghenghis Khan (1 Meg)	N/A	27.99
Ghosts and Goblins (1 Meg) SPECIAL OFFER	9.99	9.99
Gods	17.50	17.50
Golden Axe	17.50	17.50
Hammerfist SPECIAL OFFER	5.50	N/A
Hard Drivin' NEW PRICE	7.99	7.99
Hard Drivin' 2	17.50	17.50
Harpoon (1 Meg)	N/A	21.50
Hero Quest	17.50	17.50
Hill Street Blues	N/A	17.50
Hitch Hikers Guide to the Galaxy	9.99	9.99
Hostages	7.99	7.99
Hydra	17.50	17.50
I Play 3-D Soccer	17.50	17.50
Immortal (1 Meg only)	17.50	17.50
Impossible Mission 2 NEW PRICE	7.99	7.99
Imperium	17.50	17.50
Indianapolis 500	N/A	17.50
International 3-D Tennis	9.99	9.99
International Championship Wrestling	N/A	12.99
International Ice Hockey	17.50	17.50
International Karate +	7.99	7.99
Jack Nicklaus Unlimited courses (1 Meg)	N/A	21.50
Jahangir Khan Squash	17.50	17.50
James Pond	17.50	17.50
James Pond (1 Meg)	N/A	17.50
Jaws	7.99	7.99
Jet SPECIAL OFFER	N/A	17.50
Kamikazee	7.99	7.99
Kenny Dalglish Soccer Manager	7.99	7.99
Kick Off SPECIAL OFFER	5.99	5.99
Kick Off 2	13.99	13.99
Kick Off 2 (1 Meg)	N/A	17.50
Kick Off 2 The Final Whistle	8.99	8.99
Kick Off 2 Winning Tactics Add On	7.99	7.99
Killing Cloud	17.50	17.50
Last Ninja 2	7.99	7.99
Legend of Faerghail	21.50	21.50
Lemmings	17.50	17.50
Licence to Kill	7.99	7.99
Life and Death	17.50	17.50
Little Puff	6.99	6.99
Lombard RAC Rally NEW PRICE	7.99	7.99
Lord of the Rising Sun SPECIAL OFFER	N/A	12.99
Lords of Chaos	17.50	17.50
Lotus Esprit Turbo Challenge	17.50	17.50
M1 Tank Platoon	21.50	21.50
MUDS	N/A	17.50
Manchester United	13.99	17.50
Manhunter in San Francisco	24.99	24.99
Mega Traveller 1	21.50	21.50
Menace SPECIAL OFFER	N/A	6.99
Miami Chase	N/A	7.99
Midwinter	21.50	21.50
Mig 29	24.99	24.99
Mighty Bombjack	13.99	17.50
Moonbase NEW	N/A	24.99
Moonshine Racers	17.50	17.50
Moonwalker NEW PRICE	7.99	7.99
Mr Heli SPECIAL OFFER	6.99	N/A
Multi Player Soccer Manager	17.50	17.50
Nam	21.50	21.50
Navy Seals	17.50	17.50
Never Mind SPECIAL OFFER	6.99	N/A
Nightshift	17.50	17.50
Ninja Remix	17.50	17.50
North and South NEW PRICE	7.99	7.99
Obitus	N/A	24.99
Operation Harrier SPECIAL OFFER	9.99	9.99
Operation Stealth	17.50	17.50
Operation Wolf NEW PRICE	7.99	7.99
Outrun	7.99	7.99
PGA Tour Golf	N/A	17.50
Pacmania SPECIAL OFFER	6.99	N/A
Pang	17.50	17.50
Panza Kick Boxing	17.50	17.50
Platoon NEW PRICE	7.99	7.99
Player Manager	13.99	13.99
Pool of Radiance (1 Meg only)	N/A	21.50
Populous/Sim City	21.50	21.50
Populous New Worlds	6.99	6.99
Postman Pat	6.99	6.99
Powermonger	21.50	21.50
Predator NEW PRICE	7.99	7.99
Predator 2 NEW	17.50	17.50
Prince of Persia	17.50	17.50
Pro Flight Sim	27.99	27.99
Pro Tennis Tour 2	17.50	17.50
Pub Trivia	4.99	4.99
Quest for Glory 2	N/A	27.50
Question of Sport	9.99	9.99
R-Type NEW PRICE	7.99	7.99
Railroad Tycoon NEW	N/A	24.99
Red Storm Rising	17.50	17.50
Rick Dangerous 2	17.50	17.50
Roadblasters	7.99	7.99
Robocop 2	17.50	17.50
Rocket Ranger NEW PRICE	9.99	9.99
Rorke's Drift	17.50	17.50
Running Man NEW PRICE	7.99	7.99
Search for the King	N/A	24.99
Secret of Monkey Island (1 Meg)	17.50	17.50
Shadow Dancer NEW	17.50	17.50
Shadow of the Beast	17.50	N/A
Shadow of the Beast 2	N/A	24.99
Sherman M4 NEW PRICE	7.99	7.99
Sim City/Populous	21.50	21.50
Skull and Crossbones	17.50	17.50
Snowstrike SPECIAL OFFER	9.99	9.99
Space Quest 3	N/A	31.99
Speedball NEW PRICE	9.99	9.99
Speedball 2	17.50	17.50
Spindizzy Worlds SPECIAL OFFER	9.99	9.99
Spirit of Excalibur	N/A	21.50
Spy V Spy 1, 2 or 3	4.99	4.99
Starglider 2 SPECIAL OFFER	6.99	6.99
Stellar 7	N/A	17.50
Steve Davis Snooker	9.99	9.99
Stormball NEW	17.50	17.50
Strike Force Harrier NEW PRICE	9.99	9.99
Strip Poker NEW PRICE	7.99	7.99
Summer Olympiad	4.99	4.99
Super Cars 2	17.50	17.50
Super Hang on	N/A	7.99
Super Monaco Grand Prix	17.50	17.50
Super Off Road Racer	17.50	17.50
Supremacy	21.50	21.50
Switchblade NEW PRICE	7.99	7.99
Switchblade 2 NEW	N/A	17.50
Swiv	17.50	17.50
Team Suzuki	17.50	17.50
Tee Off	6.99	6.99
Teenage Mutant Hero Turtles	17.50	17.50
Tetris	13.99	13.99
Three Stooges NEW PRICE	9.99	9.99
Thunderblade	7.99	7.99
Toki	N/A	17.50
Toobin NEW PRICE	7.99	7.99
Torvak the Warrior SPECIAL OFFER	6.99	6.99
Tournament Golf	13.99	17.50
Toyota Celica GT Rally	17.50	17.50
Tracksuit Manager 91	7.99	7.99
Treasure Island Dizzy	4.99	4.99
Treble Champions NEW PRICE	6.99	6.99
Trivial Pursuit	13.99	13.99
Turf Form/System 8 (Horse Racing & Pools)	9.99	9.99
Turrican 2	17.50	17.50
UMS 2 (1 Meg only)	21.50	21.50
Ultima 5	21.50	21.50
Ultimate Darts NEW PRICE	7.99	7.99
Ultimate Golf-Greg Norman	17.50	17.50
Verminator SPECIAL OFFER	4.99	N/A
Vigilante	7.99	7.99
Violator NEW	7.99	7.99
War Construction Set (1 Meg)	N/A	21.50
Wacky Darts NEW	6.99	N/A
Warhead SPECIAL OFFER	N/A	9.99
Warlords	17.50	17.50
War Zone NEW	13.99	13.99
Wings (1 Meg only)	N/A	21.50
Wings (1/2 Meg only)	N/A	17.50
Wings of Death 91 Remix	13.99	13.99
Wings of Fury SPECIAL OFFER	N/A	9.99
Winning Tactics NEW	7.99	7.99
Wolfpack (1 Meg)	N/A	21.50
Wonderland	N/A	21.50
World Championship Soccer	13.99	17.50
World Championship Boxing Manager	13.99	13.99
World Class Leaderboard	7.99	7.99
Xenon	7.99	7.99
Xenon 2 NEW	9.99	9.99
X-Out SPECIAL OFFER	N/A	6.99
Xybots NEW PRICE	7.99	7.99
Z-Out	13.99	13.99
Zork 1, 2 or 3	9.99	9.99

SIXTEEN BIT COMPILATIONS

★ SIERRA VALUE PACK ★
Manhunter in New York, Goldrush & Leisuresuit Larry
AMIGA only £24.99

★ FIST OF FURY ★
Double Dragon 2, Shinobi, Nija Warrior & Dynamite Dux
ST & AMIGA only £21.50

★ SIERRA VALUE PACK1 ★
Colonels Bequest, Kings Quest & Hoyles Book of Games
ST only £24.99

★ SPORTING WINNERS ★
Daily Double Horse Racing, Steve Davis Snooker & Brian Clough's Football Fortunes
ST & AMIGA only £17.50

★ SIERRA VALUE PACK2 ★
Space Quest 3, Leisuresuit Larry 3 & Hoyles Book of Games 2
ST only £24.99

★ CHALLENGERS ★
Fighter Bomber, Super Ski, Kick Off, Pro Tennis Tour & Stunt Car Racer
ST & AMIGA only £21.50

★ POWER UP ★
Rainbow Islands, Turrican, Chase HQ, X-out & Altered Beast
ST & AMIGA only £21.50

★ FINALE ★
Paperboy, Ghosts and Goblins, Space Harrier & Overlander
ST & AMIGA only £17.50

★ COIN OP HITS 2 ★
Dynasty Wars, Ninja Spirit, Turrican, Chase HQ, X-out & Altered Beast
ST & AMIGA only £21.50

★ SOCCER MANIA ★
Microprose Soccer, Football Manger 2, Gazz's Super Soccer & Football Manager World Cup Edition
ST & AMIGA only £17.50

★ THE WINNING TEAM ★
APB, Klax, Vindicators, Cyberball & Escape-Planet of the Robot Monsters
ST & AMIGA only £21.50

★ POWER PACK ★
Xenon 2, TV Sports Football, Bloodwych & Lombard RAC Rally
ST & AMIGA only £21.50

★ SPORTING GOLD ★
California Games, The Games Winter & Summer Editions
ST & AMIGA only £21.50

★ HOLLYWOOD COLLECTION ★
Robocop, Ghostbusters 2, Batman The Movie & Indiana Jones and the Last Crusade
ST & AMIGA only £21.50

★ CLASSIC 4 (RENAISSANCE) ★
Invaders, Asteroids, Galaxions & Centipede
ST & AMIGA only £6.99

★ PLATINUM ★
Strider, Black Tiger, Forgotten Worlds & Ghouls and Ghosts
ST & AMIGA only £21.50

★ LUCAS COMPILATION ★
Indiana Jones and the Last Crusade, Zak McKracken and the Alien Mindbenders & The Indiana Jones Hint Book
ST & AMIGA only £19.99

★ THRILLTIME PLATINUM VOL 2 ★
Buggy Boy, Bombjack, Space Harrier, Live and Let Die, Thundercats, Beyond the Ice Palace & Battleships
ST & AMIGA only £17 .50

3.5 INCH DOUBLE SIDED, DOUBLE DENSITY WITH LABELS

1	0.59
10	5.50
25	12.50
3 1/2 40 PIECE BOX	6.99
3 1/2 80 PIECE BOX	7.99
3 1/2 120 PIECE DISC BOX	9.99

MOUSE MATS	2.99
ST & AMIGA EXTENSION LEADS	5.99
AMIGA EXPANSIONS	
AMIGA 1/2 MEG EXPANSION	29.99
AMIGA 1/2 MEG EXPANSION & CLOCK	39.99

ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to:
SOFTWARE CITY, Unit 4, The BDC, 21 Temple Street, Wolverhampton. WV2 4AN

ORDER FORM

NAME ....

ADDRESS ....

....

POSTCODE .... TEL NO. ....

Name of Client	Computer	Value
	Postage	
	Total	

POSTAGE RATES: Please add 50p for post & package on all orders £5. EEC countries add £1 per item. Non EEC countries add £2.
PAYING BY CHEQUE: Cheque payable to Software City

Card Type ....

Card No ....

Signature ....

Date ....

EUROPEAN ORDERS
MASTER CARDS
& EUROCARD ACCEPTED

DÉJÀ VU

They've seen the light! They've been revived to live again on new formats! Are we ready to testify? Yeah, we're ready to testify!

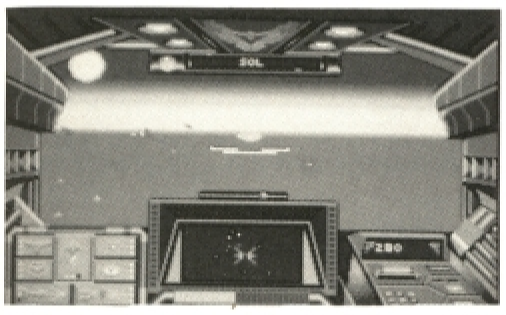
STELLAR 7

Dynamix/Sierra/£25.53/Out Now

AMIGA

Paul: Dynamix produces such high quality, high realism sims that it ought to be able to knock out a fairly simple sci-fi shoot 'em up in its sleep. Well, the beginning of *Stellar 7* was certainly promising – a nice intro, complete with Darth Vaderish digitised speech. But it was downhill from then on.

In the great tradition of shoot 'em ups, *Stellar 7* requires you to blast your way across various planets to foil the evil invaders. It's all pretty standard fare with radar, power-ups and a range of deadly baddies. The graphics are quite attractive in a *Resolution 101* sort of way, and they're certainly very smooth. The sound, though limited, is occasionally effective. Combat is challenging



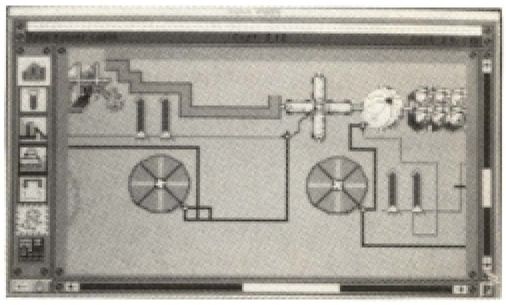


since the bad guys don't sit tight and wait to be shot – it's a case of anticipate, aim, fire... and miss.

The problem with *Stellar 7* is the lack of pace – maybe Dynamix did program it in its sleep after all. It might've been classic on the PC, but on the Amiga *Stellar 7* is distinctly run of the mill.

GRAPHICS 82 ADDICTIVENESS 82
SOUND 83 EXECUTION 83
OVERALL 81

MOONBASE



Mindscape/£35.76/Out Now

AMIGA

Paul: Fancy living in a place with no atmosphere and low gravity beer? If so, this could be the game for you, being a space station simulator on which you've got to oversee the development of an economic community on the moon.

Moonbase is basically *Sim City* on the moon (but not as good). You have to build up resources, balance population growth against inefficiency and overcrowding and so on. It's mouse/icon controlled, with animated but fairly minimal graphics and limited sound.

The mouse control is a bit wobbly, and neither the graphics nor the animation are up to the standard of *Sim City*, but more importantly there's less to do. Apart from the odd strike to quell, things just trog along. Your budgets may get better or worse, but it doesn't seem to affect the running of the station.

An inferior version of *Sim City* which, with the arrival of the *Sim City Future City Data Disk* becomes fairly pointless.

GRAPHICS 78 ADDICTIVENESS 80
SOUND 75 EXECUTION 82
OVERALL 77

GOLDEN AXE





Virgin/£29.99/Out Now (Original Amiga Review, Issue 14)

PC

Paul: *Golden Axe* is a pretty standard arcade game, which may well explain why it was so massive in the arcades and so eagerly awaited on conversion. Well now it's reached the PC – the computer which used to be the sole domain of sims and strategy games. What is the world coming to?

After deciding whether you want to play as a chap, a chick or a dwarf you must battle your way past numerous baddies in order to rescue the king and his daughter, who've been kidnapped (surprise, sur-bloomin'-prise). As well as basic fighting moves, each warrior has a 'speciality'. The bloke does a spin round and clobbers whoever's behind him, the dwarf rolls about on the ground like a ponce (presumably to confuse the enemy), while the chick does this amazing trick with a vacuum cleaner, an orange and three daffodils. (*Are you sure about the last one? Ed.*) As well as these rather ineffective (though entertaining) specialities, you can also use magic to wipe out everyone else on screen. Extra magic is gained by kicking elves up the bot. (And why not?)

This is an excellent conversion, retaining everything from the original – even allowing you to clamber aboard flying beasties, once you've knocked the original riders off. If you liked the original, you'll be well happy with this version. If not, be prepared for a well-executed, if rather straightforward, beat 'em up.

GRAPHICS 87 ADDICTIVENESS 85
SOUND 82 EXECUTION 86
OVERALL 85

CRYSTAL TIPS*

*AND ALISTAIR

David McCandless is 'on holiday' (at Her Majesty's pleasure), so we drafted in Rich Pelley and gave him the task of marshalling together the six pages of hints, tips, solutions, pokes and stuff that you know and love as Crystal Tips. This month we've got *Supercars II* tips from the programmer himself, Shaun Southern. But what better way to start than with a complete solution to Lucasfilm's swashbuckling adventure, *The Secret Of Monkey Island* by our very own cuddly Jane Goldman?



THE SECRET MO ISL



Frankly, I'd do anything for you, dear reader. No sooner than I'd got the notion to fix you up with a complete solution to *The Secret Of Monkey Island*, I donned my frilly white shirt, sharpened my sword, buckled my swashes, swigged several tankards of grog and shouted things like "yo ho ho and a bottle of rum". When the police finally let me go home as long as I promised never to cause such a rumpus in Sainsbury's again, I solved Lucasfilm's corking pirate adventure, just for you.

MELEE ISLAND

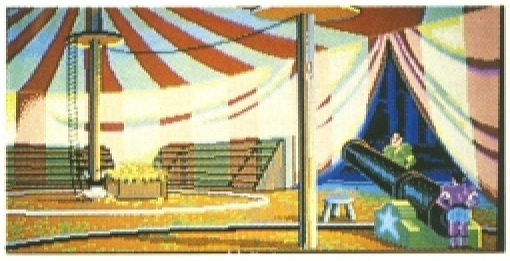
Head directly to the Scumm bar. Inside, TALK TO the pirates for the local gossip, then TALK TO the important-looking pirates in the next room who will set you three tasks. Wait for the cook to leave the kitchen, then sneak in pronto. PICK UP the hunk of meat and the pot under the table, USE the meat in the stew, PICK UP the stewed meat, then go outside. Step on the loose plank at the far end of the jetty a few times to get the seagull on the other end airborne, and swiftly PICK UP the fish that it was scoffing. Leave the bar.

Yikes! It's LeChuck's spook pad!



GETTING SOME GREENBACKS

To get cashed up, go to the clearing using the overhead map of the Island, where you'll find a circus tent. Step inside, and the Fettucini Brothers will offer you the chance to test out their cannon. Ask for cash, accept their offer, and tell them you have a helmet. When they ask to see it, GIVE them the pot.



COMPLETING THE TASKS

Back in town, go to clock in it and visit the spooky voodoo mama to get your fortune told and PICK UP the chicken on the trunk. TALK TO the citizen of Mêlée and buy the map from him. Go to the shop and PICK UP the sword and the shovel, then TALK TO the shopkeeper and pay for them. Ask him about the Swordmaster too, and when he trundles off to see her, quickly follow him. Keep tailing him until you





ET OF NKEY LAND

★★★ ZERO ★★★ COMPLETE SOLUTION





reach her pad, then TALK TO her. She'll suggest some fencing lessons, so head for the house on the overhead map. To pass the troll guarding the bridge, GIVE him the fish. At the house, ask Captain Smirk to train you (be persistent). You still need more practice, so cross paths with the various pirates running around the map. When you've got a really decent stash of retorts (ten or more), plus three wins under your belt, you're ready to take on the Swordmaster, so head for her pad. When you win, she'll give you a T-shirt.

Go to the fork. LOOK AT the map you're carrying and use the dance steps as directions to the treasure, stopping briefly to PICK UP the yellow plant you spot along the way, which will furnish you with a handy petal. USE the shovel on the X to reveal the booty – another measly T-shirt. Pah!

Pay the Scumm bar another visit to GIVE the pirate leaders both T-shirts, then go to the Governor's mansion, where you should USE the petal on the meat and GIVE it to her guard dogs. Inside the governor's gaff, OPEN the door nearest the entrance and step in.

After lots of weird goings on, you'll emerge having trussed up the sheriff, amassed some odd items and discovered that you'll need a file to get the idol in your grips. Now visit the prison in town and TALK TO the prisoner. When you try to TALK TO him again, you'll find it impossible because he has halitosis, so pop into the hardware store and TALK TO the 'keeper to buy some breath mints. GIVE the mints to the prisoner and TALK TO him again. GIVE him the gopher repellant you found at the Governor's pad, and he'll give you his Aunt Tillie's carrot cake. USE the cake to reveal a file inside, and return to the mansion, heading straight for the gaping hole in the wall. The idol's yours, and, luckily, when Governor Marley (who's a chick) turns up, she seems quite taken with you.

UNDERWATER ESCAPOLOGY

Unfortunately, the sheriff doesn't take such a shine to you – he whisks you off and dumps you in the sea by the dock with the heavy idol tied to your leg. Escape is easier than it looks – just PICK UP the idol and you're free to climb out.

CRIPES! ANOTHER TASK?!

Back on dry land, you'll discover that Ms. Marley (who you appear to have developed a birrova crush on) has been kidnapped. You decide to rescue her – so you'll need a ship and a crew. The prisoner looks like a good candidate, so set about freeing him by going to the bar, where you PICK UP all the mugs, take 'em into the kitchen and USE one with the barrel of grog. The grog melts the mugs, so hot foot it to the prison, switching mugs as each melts (by USEing a melting mug with an intact one). At the prison, USE the mug on the lock to free your chum.

Nip back to the Swordmaster's pad to TALK TO her, then go to the shore at the top of the island. USE the chicken on the cable (it's rubber and contains a pulley) to get to the house on the little island. TALK TO Mr. Meathook.

BUYING A BOAT

Zip down to the bright lights at the bottom of the island – Stan's Previously Owned Vessel Emporium. Tell him you don't have much money to spend, and he'll show you "The Sea Monkey". Go back to the shop to ask the keeper for a credit note, fibbing that you are in full time employment, and watch the sequence of turns he uses to open the safe. When he refuses you credit, ask him about the Swordmaster again, and when he leaves, PUSH and PULL the safe handle in the same pattern, PICK UP the credit note and hightail it back to Stan's. Bargain with him a bit, and bingo – you're a boat owner, ready to head to the dock.

A LIFE ON THE OCEAN WAVE

Ignore the mutinous crew. Climb the rope ladder to the crow's nest and PICK UP the Jolly Roger. Go down the hatch then down another to reach the hold, and PICK UP the rope, OPEN the chest to



AUNTIE MACCA

Well, actually a bit that's like Auntie Macca, except I'm writing it instead. I mean, 'Auntie Rich' sounds a bit crap really doesn't it?

Our first lost soul of the month is **Paul Cotton** who, even though we printed a complete solution and made lots of bosom jokes a few issues back, still can't find the thistle in *Elvira Mistress Of The Dark*. Well... **James Mclean** (helped by his his dad) suggests that if you own an Amiga, removing the disk when you die and replying 'yes' when asked if you want to play again will let you re-start from where you died. I'm afraid that's the 'breast' I can do, Paul (ho, ho).

Well, enough about large jugs and onto willies. Miner Willy, to be precise, as **J Ball** (Jonny Ball? I'm your biggest fan!) is having difficulty beating the Kong Beast in *Manic Miner*. Then there's **Mark Cox** who can't get the guard to accept the wine in *Beast II*, **Mr P Pennington** who wants a complete solution to *Infestation* and **Derek Jones** who'd like a cheat for *Rick Dangerous* on the PC.

So if you can help, want help, or feel like sharing a tip, map or solution with the rest of the planet, then send your stuff to: **Rich '(insert your favourite amusing word which rhymes with Pelley here)' Pelley, ZERO, 14 Rathbone Place, London W1P 1DE.** See you next issue.



Guybrush fondly recalls his former career as an orthodontist...

take the fine wine inside, and PICK UP the kegs to nab a pawful of gunpowder. Go to enter the galley and PICK UP the pot, OPEN the cupboard and PICK UP the cereal. OPEN the cereal to reveal a prize inside. In the cabin, PICK UP the ink, USE the prize in the cabinet (it's a key, by the way) then OPEN the chest inside to find some cinnamon sticks and a recipe.

Return to the kitchen and USE the cinnamon sticks, breath mints, Jolly



Roger, ink, fine wine, rubber chicken, gun powder and cereal in the cooking pot. When you regain consciousness, USE the business card (which Stan gave you) in the fire under the cooking pot to create a flaming mass, then PICK UP some more gun powder in the hold before legging it back to the deck. Monkey Island is in sight, and reaching it is easy if you USE the gunpowder in the nozzle of the cannon, USE the rope with the cannon to make a fuse, and USE the flaming mass with the fuse. Quickly USE the pot (on your head) and weeeeeeeeee – you're off !

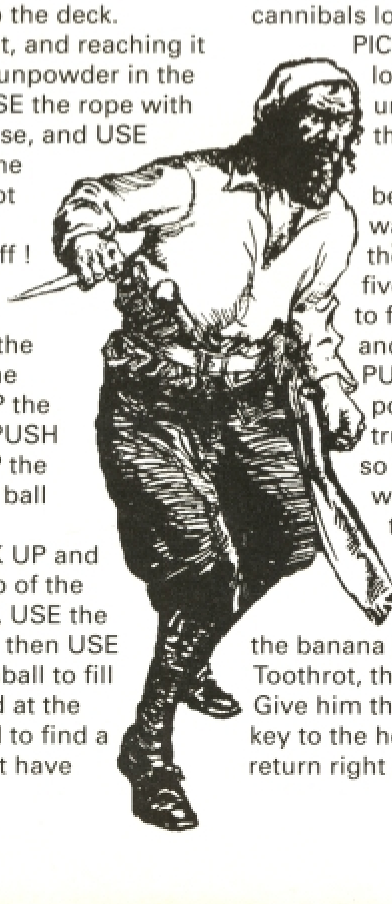
MONKEY ISLAND

PICK UP the banana on the beach. Visit the fort in the volcanic hole to PICK UP the rope and the spyglass, PUSH the cannon and PICK UP the gunpowder and cannon ball that fall out.

At the river fork, PICK UP and LOOK AT the rock on top of the note (it's flint, by jingo!), USE the gunpowder on the dam, then USE the flint with the cannonball to fill the dry river with a pond at the end of it. Go to the pond to find a corpse that you wouldn't have been able to reach had it been empty, and PICK UP the rope he's holding. Go to the crack near the beach and USE both ropes to climb down and PICK UP the oars. Back at the river fork, WALK TO the footholds in the mountain, and the next lot too. At the top, PUSH the rock – it'll sink your ship, but don't worry about it – then PICK UP the heap of rocks to replace the one you pushed. Walk down to the primitive art and PULL it twice before going back up to the top of the



mountain to PUSH the rock. Go to the beach you first landed on and PICK UP the bananas that fell when the rock hit the tree, then USE the oars with the rowboat and row to the top of the island. There, go to the village and PICK UP the bananas in the bowl of fruit. When the cannibals lock you in their guest hut, PICK UP the skull, OPEN the loose floorboard that was underneath it, and escape through the hole.



Go back towards bottom beach and click on the monkey wandering around between there and the crack. GIVE all five bananas to him to get him to follow you. Go to the clearing and walk to the Monkey Head. PULL the nose on the far totem pole to open the gate – your trusty monkey will take over so you can enter. PICK UP the wimpy little idol, then go back to the cannibal village to GIVE it to the cannibals. When they leave, go into the guest hut and PICK UP the banana picker. Outside, Herman Toothrot, the island castaway is waiting. Give him the picker in exchange for the key to the head. Leave the village, then return right away and TALK TO the cannibals again. Keep chatting until they tell you about the navigator's head – you need to find your way through the catacombs beneath the monkey head. TALK TO them again, and GIVE them the leaflet you're carrying (it's called how to get ahead in navigating). Thinking that it'll tell them how to get another head, they give you theirs – the clots!

At the monkey head, USE the key in its ear, and enter. USE the navigator's head and follow its nose until you reach the ghost ship. Don't board yet – you'll need to wear the navigator's necklace. Try to USE it, TALK TO him when he won't let you have it. Be persistent. (Hint: threats are more effective than pleas.) USE it again and board the ship.

THE GHOST SHIP

In LeChuck's cabin, USE the magnetic compass (which Stan gave you) with the key that's hanging on the wall. Go down the hatch to the livestock room and PICK UP the ghost feather before going back to the crew cabin where you should position yourself by the sleeping ghost's feet and USE it to make him drop the jug of grog he's clutching. PICK UP the grog and go back to the livestock room. USE the key on the hatch and keep the rats at bay by USEing the grog in the bowl on the floor. PICK UP the vat of cooking grease. USE the grease with the squeaky door, OPEN it and PICK UP all the tools inside. USE them on the glowing crate in the livestock room to get the voodoo anti-ghost root.

Leave the ship and you'll find yourself back with the cannibals. GIVE them the root, then head back to the ship with the magic seltzer bottle they give you and see what happens...

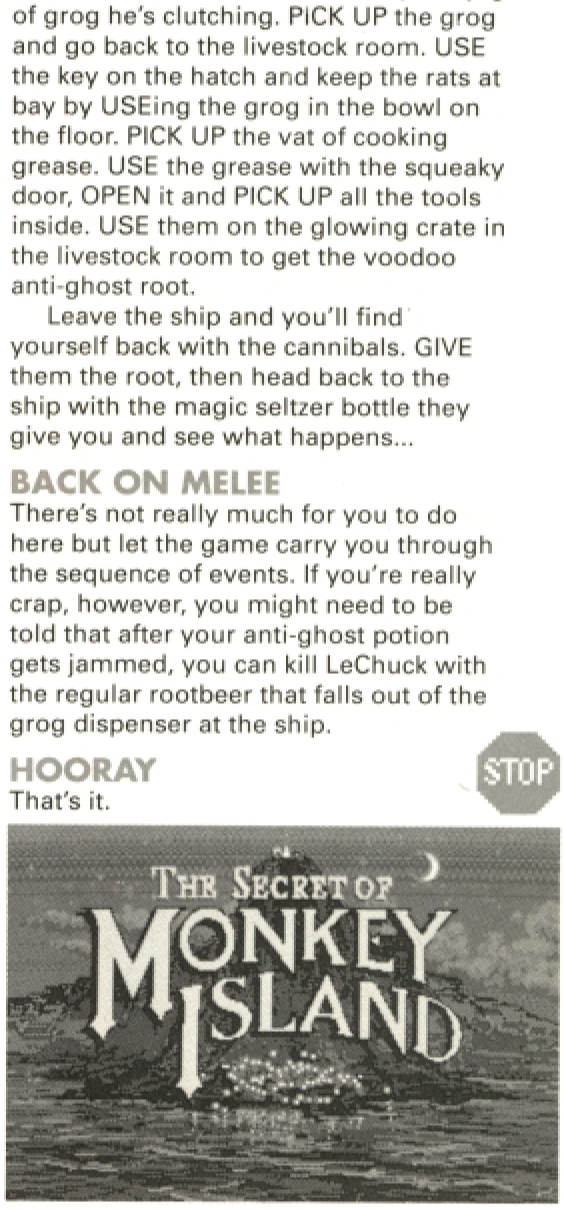
BACK ON MELEE

There's not really much for you to do here but let the game carry you through the sequence of events. If you're really crap, however, you might need to be told that after your anti-ghost potion gets jammed, you can kill LeChuck with the regular rootbeer that falls out of the grog dispenser at the ship.

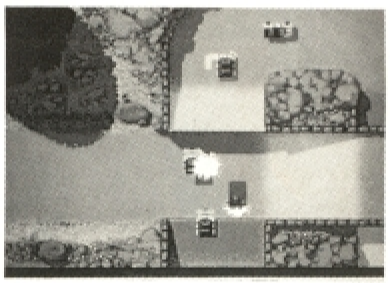
HOORAY

That's it.

STOP



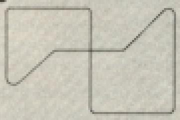
SUPERCARS II



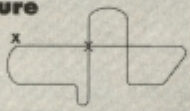
TRACKS

EASY LEVEL

1) No problems – save your missiles and just avoid collisions.



2) Try to master turning corner X to save time. Make sure you're clear of trouble at the jump.



3) Again avoid collisions and try to nudge cars out on corners to get past. Homing missiles are useful.



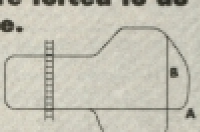


Eat rear missiles, Allegro!

4) Lots of tunnels – just watch the way the screen moves if you're stuck – it should be fairly obvious. Super missiles are useful. Beware of enemy cars with mines.



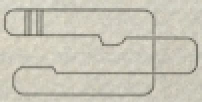
5) Route A is usually best unless you are forced to do otherwise (i.e. by a missile coming straight at you).



6) Lots of tight corners, but the real problem is the jump. Make sure you're clear of other cars and approach at full speed in the centre of the road. Turn at the right time and you should take off straight – simple(ish).



7) Again, homers are useful. Save time by going through the short-cuts, but be careful not to get squashed. Spend all remaining cash.



MEDIUM LEVEL

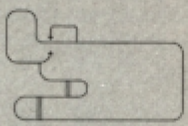
1) No problems – handbrake turn the tight coners to avoid slowing down.



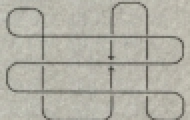
2) Just avoid collisions on the chicanes, even if it means driving slower. Collisions could slow you down and let other cars get away from you.



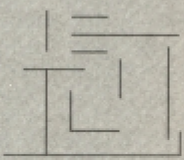
3) A choice again, but the 'jump' way saves a lot of time – practice! Look ahead to see if the gates are open – do not wait for them.



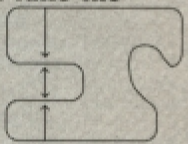
4) Looks difficult, but all you need to remember is where the jump is and to take your time at crossovers. Homers are useful.



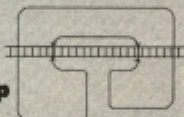
5) Do not get pushed off the course or you will be penalised a lap. Otherwise race round at top speed, making full use of the handbrake turns.



6) Again the jump choice is much faster, but beware – if you take it too fast you'll jump over the second take-off point. Just take the accelerator off for a micro-second before you take off.



7) Not much time to see the trains coming and since it's the last course, spend lots of cash on homers and turbo jumps to jump over trains.

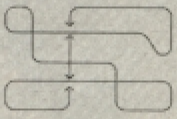




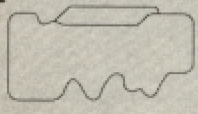
Wah! Homing missile ahoy!

HARD LEVEL

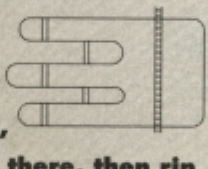
1) Use front missiles on long straight if necessary, but mainly just be wary of cross overs.



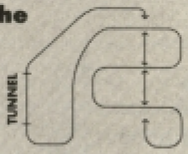
2) If you're going to crash on the jump, do it on the first race or you will be put back – faster than you could probably drive. Otherwise, as usual, just make sure you've got a clear run.



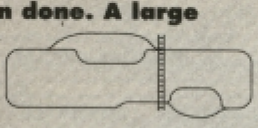
3) Take the short-cuts on spec. If they're open – go. If they're not – go around, do not wait around. It's up to you with the train – either 'look' to see if it's there, then rip it; or just rip it anyway. Remember – you can sit on the right of it while it goes past.



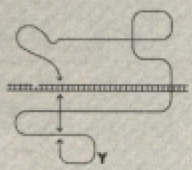
4) Just master the art of doing the triples jump. Super missiles are useful in the tunnel.



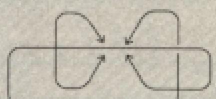
5) This time it's usually worth waiting for the gates to open, but that's easier said than done. A large supply of turbo jumps are fairly essential to jump the trains.



6) Get the right angle going round corner Y and you should be able to jump okay. Not much you can do about the cross over.



7) Careful how you line up the jumps – they are very deceptive. Use lots of homers and front missiles – shoot them off as you jump to take out any other cars thinking of knocking you off course.



POWER-UPS AND THEIR USES

Front/Rear Missiles: Only really useful in exceptional circumstances – best used to make more cash for useful weapons (i.e. buy loads when cheap etc).
Mines: Useful for keeping cars off your tail on some courses where backlogs can occur. Also lots of fun in two player mode.
Homing Missiles: Obviously universally useful, but especially on the thin section to clear the road and on fast courses where you cannot catch the cars.
Super Missiles: Useful in tunnels where you cannot see other cars and on courses with gates where you are going to suddenly meet oncoming cars.
Turbo Jumps: Useful for jumping the queue at the start of races. Onlv use them when you're standing still, or when jumping a train. Best used at a distance of about three cars for jumping trains.
Armour: Essential on higher levels, but don't pay through the nose for it. Get all three grades on the hard level.
Ram: Useful, but you're going to incur a lot of damage if you use this method to get past cars.

COURSE FEATURES

Jumps: Take off as straight as possible to make sure of clearing them. But occasionally (when on a corner for example) a slight angle can stop you from hitting the wall on the other side. If you're stuck in a jam, it's best to wait and take a run-up.
Cross Overs: You are not allowed to cheat – you'll be docked a whole lap, so time them right going in and coming out. If you're knocked off course, you must go back even if it means letting all the other cars past.
Opening Gates: Sometimes it's worth waiting for them to open, but as they all run at the same interval, you can usually time it right. Don't forget – you can still squeeze through a closing gate.
Tunnels: If you get stuck, keep turning until the screen starts to scroll the right way. Super missiles are useful.



EAGLE SOFTWARE

118a Palmers Road
New Southgate
LONDON N11 1SL.
Tel: 081-361 2733 6 LINES
(10 am - 6pm 5 days)

10% off orders over £40

VISA

BUDGET TITLES UNDER £10

3D Pool	£7.99	£7.99	Licence to Kill	£6.99	£6.99
Afterburner	£6.99	£6.99	Lombard RAC Rally	£6.99	£6.99
Arkanoid II	£6.99	£6.99	Michael Jackson Moonwalker	£6.99	£6.99
Barbarien II	£6.99	£6.99	North & Soouth	£6.99	£6.99
Batman Caped Crusader	£6.99	£6.99	Out Run	£6.99	£6.99
Blasteroid	£6.99	£6.99	Operation Wolf	£6.99	£6.99
California Games	£6.99	£6.99	Photon Paint	N/A	£8.99
Centrefold Square	£6.99	£6.99	Platoon	£6.99	£6.99
Colorado	£6.99	£6.99	Predator	£6.99	£6.99
Colossus Chess	£7.99	£7.99	Road Blaster	£6.99	£6.99
Continental Circus	£6.99	£6.99	Rocket Range	£8.99	£8.99
Crazy Cars	£6.99	£6.99	R-Type	£6.99	£6.99
Defender of the Crown	£8.99	£8.99	S.F.Harrier	£8.99	£8.99
Def of the Earth	£6.99	£6.99	Shadow of the Beast	£8.99	£8.99
Deluxe Strip Poker	£6.99	£6.99	Silk Worm	£6.99	£6.99
Double Dragon	£6.99	£6.99	Speedball	£8.99	£8.99
Fantasy World Dizzy	£4.99	£4.99	Super Hang On	£6.99	£6.99
Forgotten Worlds	£6.99	£6.99	SwitchBlade	£6.99	£6.99
Future Bike	£6.99	£6.99	Tiger Road	£6.99	£6.99
Gauntlet	£6.99	£6.99	Toobin'	£6.99	£6.99
Gemini Wing	£6.99	£6.99	Vigilante	£6.99	£6.99
Hard Drivin'	£6.99	£6.99	Wizball	£6.99	£6.99
Hong Kong Phoey	£6.99	£6.99	WC Leaderboard	£6.99	£6.99
IK+	£6.99	£6.99	Xenon	£8.99	£8.99
Last Ninja II	£6.99	£6.99	Zork I	£8.99	£8.99

TOP TITLES	ST	AMIGA
1 Play 3D Soccer	£16.99	£16.99
Half Meg Upgrade + Clock	N/A	£29.99
3D Construction Kit	£29.99	£36.99
1 Meg Cricket	N/A	£16.99
4D Sports Boxing	£16.99	£16.99
688 Sub Attack	£16.99	£16.99
A10 Tank Killer	£21.99	£21.99
Action Stations	N/A	£16.99
Addidas Golden Shoe	£15.99	£15.99
(A.D.S.)	£19.99	£19.99
Agony	£19.99	£19.99
Alcatraz	£15.99	£15.99
Alpha Waves	£15.99	£15.99
Amazing Spidermen	£15.99	£15.99
Armourgeddon	£15.99	£15.99
ATF II	£16.99	£16.99
Atomic Robo Kid	£16.99	£16.99
A.W.S.O.M.E.	£19.99	£19.99
Back to the Future III	£15.99	£15.99
Back to the Golden Age	£16.99	£16.99
Bandit King of Ancient China	£21.99	£21.99
Barbarian II (Psygnosis)	£16.99	£16.99
Bard's Tale III	£16.99	£16.99
B.A.T.	£22.99	£22.99
Battle Chess	£16.99	£16.99
Battle Chess II	£16.99	£16.99
Battle Command	£14.99	£14.99
Battle Hawk 1942	£16.99	£16.99
Battle Master	£19.99	£19.99
Betrayal	£19.99	£19.99
Billy the Kid	£14.99	£14.99
Blade Warrior	£16.99	£16.99
Blue Max	£19.99	£19.99
Bomber Bob	£16.99	£16.99
Brain Blaster	£16.99	£16.99
Brat	£16.99	£16.99
Buck Rogers	£19.99	£19.99
Cabal	£14.99	£14.99
Cadaver	£16.99	£16.99
Cadaver - the pay off	£9.99	£9.99
Captive	£15.99	£15.99
Carthage	£16.99	£16.99
Carve Up	£15.99	£15.99
Celica GT4 Rally	£15.99	£15.99
Centurion	£16.99	£16.99
Chaos Strike Back	£16.99	£16.99
Chase HQ	£14.99	£14.99

TOP TITLES	ST	AMIGA
Chase HQ II	£14.99	£14.99
Chips Challenge	£16.99	£16.99
Chuck Rock	£16.99	£16.99
Chuck Yeagers AFT	£16.99	£16.99
Cohort	£20.99	£20.99
Colditz	£19.99	£19.99
Corporation	£10.99	£10.99
Crime Wave	£16.99	£16.99
Cruise for a Corpse	£16.99	£16.99
Crystals of Arborea	£16.99	£16.99
CyberCon III	£16.99	£16.99
Darkman	£15.99	£15.99
Das Boot	£21.99	£21.99
Days of Thunder	£15.99	£15.99
Death Trap	£16.99	£16.99
Demoniak	£19.99	£19.99
Dick Tracey	£15.99	£15.99
Dragon Lair	£27.99	£27.99
Dragon Lair II (Timewarp)	£27.99	£27.99
Dragon Ninja	£13.99	£14.99
Dragon Wars	£16.99	£16.99
Dynamite Debugger	£15.99	£15.99
Duck Tales Quest For Gold	£16.99	£16.99
ELF	£15.99	£15.99
Elvira Mistress of Dark	£21.99	£21.99
Epic	£14.99	£14.99
ESWAT	£16.99	£16.99
Euro Superleague	£14.99	£14.99
Eye of the Beholder	£19.99	£19.99
F15 Strike Eagle II	£18.99	£18.99
F16 Combat Pilot	£16.99	£16.99
F117A	£21.99	£21.99
F19 Stealth Fighter	£19.99	£19.99
F29 Retaliator	£14.99	£14.99
Feudal Lords	£16.99	£16.99
Final Conflict	£16.99	£16.99
Final Whistle	£9.99	£9.99
Flight of the Intruder	£18.99	£18.99
Fore Play	£15.99	£15.99
Future Baseball	£16.99	£16.99
Gauntlet III	£16.99	£16.99
Genghis Khan	£21.99	£21.99
Gettysburg	£18.99	£18.99
Gods	£15.99	£15.99
Golden Axe	£16.99	£16.99
Golden of the Aztec	£15.99	£15.99
Golden Shot	£16.99	£16.99

TOP TITLES	ST	AMIGA
Gremlins 2	£16.99	£16.99
GunBoat	£16.99	£16.99
Gunship 2000	£21.99	£21.99
Hard Drivin II	£15.99	£15.99
Harpoon (1 Meg)	£19.99	£19.99
Hawk	£19.99	£19.99
Heros Quest (1 Meg)	£21.99	£21.99
Hill Street Blues	£16.99	£16.99
Immortals	£15.99	£15.99
Imperium	£16.99	£16.99
Indianapolis 500	£16.99	£16.99
International Ice Hockey	£16.99	£16.99
Iron Lord	£15.99	£15.99
Ishido	£19.99	£19.99
Ivanhoe	£14.99	£14.99
Jahangir Khan's Squash	£16.99	£16.99
James Pond	£14.99	£14.99
Judge Dredd	£18.99	£18.99
Jupiters Masterdrive	£15.99	£15.99
Kick Off II (1 Meg)	£15.99	£15.99
Kick Off II (.5 Meg)	£13.99	£13.99
Killing Cloud	£15.99	£15.99
Killing Game Show	£16.99	£16.99
Last Ninja III	£16.99	£16.99
Leisure Suit Larry III	£24.99	£24.99
Lemmings	£15.99	£15.99
Line of Fire	£16.99	£16.99
Logical	£16.99	£16.99
Loom	£19.99	£19.99
Lost Patrol	£14.99	£14.99
Lotus Esprit	£15.99	£15.99
M1 Tank Platoon	£19.99	£19.99
Mad Professor Moriarty	£15.99	£15.99
Magnetic Scroll	£19.99	£19.99
Megatraveller I	£20.99	£20.99
Merchant Colony	£20.99	£20.99
Mercs	£16.99	£16.99
Metal Masters	£16.99	£16.99
Metal Mutant	£16.99	£16.99
Midnight Resistance	£14.99	£14.99
Midwinter	£19.99	£19.99
Midwinter II	£19.99	£19.99
Mig 29 Fulcrum	£21.99	£21.99
Moonshine Racers	£15.99	£15.99
Monkey Island	£15.99	£15.99
M.U.D.S.	£15.99	£15.99
Murder	£16.99	£16.99

TOP TITLES	ST	AMIGA
Mystical	£15.99	£15.99
Myth	£15.99	£15.99
Nam 1965-1975	£21.99	£21.99
Narc	£14.99	£14.99
Navy Seals	£14.99	£14.99
Neverending Story II	£16.99	£16.99
Nightbreed (Adventure)	£14.99	£14.99
Nightbreed (Arcade)	£14.99	£14.99
Nightshift	£16.99	£16.99
Ninja Remix	£14.99	£14.99
Nitro	£15.99	£15.99
Obitus	£21.99	£21.99
Operation Stealth	£16.99	£16.99
Operation Thunderbolt	£14.99	£14.99
Pang	£14.99	£14.99
Panza Kickboxing	£16.99	£16.99
Paradroid 90	£16.99	£16.99
PGA Golf Tour	£16.99	£16.99
Plotting	£14.99	£14.99
Populous+Sim City	£21.99	£21.99
Powerhouse	£18.99	£18.99
Predator II	£15.99	£15.99
P.P. Hammer	£16.99	£16.99
Pro Flight	£32.99	£32.99
Pro TennisTour II	£16.99	£16.99
Prince of Persia	£15.99	£15.99
Puznic	£14.99	£14.99
Railroad Tycoon	£24.99	£24.99
Rainbow Islands	£14.99	£14.99
R.B.I. Baseball II	£20.99	£20.99
Renegade (Coin-op Hits)	£14.99	£14.99
Rick Dangerous II	£16.99	£16.99
Robocop	£13.99	£13.99
Robocop II	£14.99	£14.99
Rogue Trooper	£14.99	£14.99
R-Type II	£16.99	£16.99
Savage Empire	£19.99	£19.99
Search for the King	£20.99	£20.99
Shadow Dancer	£16.99	£16.99
Shadow of the Beast II	£15.99	£19.99
Shadow Warrior	£14.99	£14.99
Sim Earth	£16.99	£16.99
Ski or Die	£16.99	£16.99
Skull & Crossbones	£16.99	£16.99
Sly Spy	£14.99	£14.99
Snow Joke	£15.99	£15.99
Space Age	£26.99	£26.99

TOP TITLES	ST	AMIGA
Space Quest IV	£26.99	£26.99
Speedball II	£15.99	£15.99
Spindizzy Worlds	£16.99	£16.99
Spirit of Excalibur	£20.99	£20.99
Star Control	£16.99	£16.99
Star Trek V	£16.99	£16.99
Strider II	£15.99	£15.99
Super Cars II	£15.99	£15.99
Super Monaco GP	£16.99	£16.99
Super Off Road Racing	£15.99	£15.99
Super Space Invaders	£20.99	£20.99
Supremacy	£19.99	£19.99
Switch Blade II	£15.99	£15.99
SWIV	£15.99	£15.99
Team Suzuki	£15.99	£15.99
Team Yankee	£19.99	£19.99
Teenage Mutant Heroes	£16.99	£16.99
Test Drive III	£15.99	£15.99
Their Finest Hour	£19.99	£19.99
The Punisher	£16.99	£16.99
Thunder Jaws	£16.99	£16.99
Toki	£14.99	£14.99
Torvak the Warrior	£15.99	£15.99
Total Recall	£14.99	£14.99
Tournament Golf	£16.99	£16.99
Turrican II	£15.99	£15.99
Ultimate Ride	£16.99	£16.99
Ultimate V	£19.99	£19.99
UMS II	£19.99	£19.99
UN Squadron	£15.99	£15.99
USS John Young	£16.99	£16.99
Vaxine	£15.99	£15.99
Vendetta	£16.99	£16.99
Viz	£15.99	£15.99
Voodoo Nightmare	£16.99	£16.99
Warlock the Avenger	£14.99	£14.99
War Zone	£15.99	£15.99
White Death (1 Meg)	£19.99	£19.99
Wings (Half Meg)	£19.99	£19.99
Wings (1 Meg)	£19.99	£19.99
Wiz Kid	£14.99	£14.99
Wolfpack	£19.99	£19.99
Wonderland	£19.99	£19.99
Wrath of Demos	£19.99	£19.99
Xiphos	£16.99	£16.99
Ziltrax	£16.99	£16.99
Z Out	£16.99	£16.99

LIGHT FORCE
Bio Challenge IK+, Voyager, and R-Type
ALL FOUR GAMES FOR ONLY £14.99

EDITION ONE
Double Dragon, Xenon, Gemini Wing and Silkworm
ALL FOUR GAMES FOR ONLY £15.99

PRECIOUS METAL
Xenon, Captain Blood, Crazy Cars and Arkanoid
ALL FOUR GAMES FOR ONLY £14.99

MIND GAMES
Austerlitz, Waterloo, and Conflict in Europe
ALL THREE GAMES FOR ONLY £14.99

TNT
Hard Drivin, APB, Xybots, Toobin and Dragon Spirit
ALL FIVE GAMES FOR ONLY £15.99

MASTER MIX
Super Wonderboy, Turbo Outrun, Dynamite Dux, Thunderblade and Crackdown
ALL FIVE GAMES FOR ONLY £16.99

HEROES
Barbarian 2, Running Man, Star Wars and Licence to Kill
ALL FOUR GAMES FOR ONLY £16.99

PLATINUM
Black Tiger, Strider, Forgotten Worlds and Ghouls and Ghost
ALL FOUR GAMES FOR ONLY £16.99

FUN BOX
Kult, Purple Saturn Days, Hostages and Op Neptune
ALL FOUR GAMES FOR ONLY £9.99

FULL BLAST
Chicago 90, Rick Dangerous, Highway Patrol 2, P47, Carrier Command and Ferrari Formula One
ALL SIX GAMES FOR ONLY £17.99

BIG BOX
Captain Blood, Safari Guns, Teenage Queen, Bubble Plus, Tin Tin on the Moon, Purple Saturn Days, Krypton Egg, Jumping Jackson, BoBo, Hostages
ALL TEN GAMES FOR ONLY £16.99

FIST OF FURY
Dynamite Dux, Shinobi, Ninja Warriors, Double Dragon II
ALL FOUR GAMES FOR ONLY £16.99

HOLLYWOOD COLLECTION
RoboCop, Ghostbusters 2, Indiana Jones, Batman the Movie
ALL FOUR GAMES FOR ONLY £17.99

POWER PACK
Xenon 2, TV Sports Football, Bloodwych and Lombard Rally
ALL FOUR GAMES FOR ONLY £14.99

WHEELS OF FIRE
Hard Drivin', Chase HQ, Powerdrift and Turbo Outrun
ALL FOUR GAMES FOR ONLY £15.99

MAGNUM 4
Afterburner, Double Dragon, Operation Wolf, and Batman Caped Crusader
ALL FOUR GAMES FOR ONLY £17.99

CHALLENGERS
Kick Off, Super Ski, Fighter Bomber, Great Courts and Stuntcar Racer
ALL FIVE GAMES FOR ONLY £17.99

FLIGHT COMMAND
Eliminator, Strike Force Harrier, Lancaster, Sky Fox and Sky Chase
ALL FIVE GAMES FOR ONLY £12.99

POWER UP
Altered Beast, Rainbow Island, X Out, Chase HQ, Turrican
ALL FIVE GAMES FOR ONLY £17.99

THE WINNING TEAM
Escape from Robot Monsters, APB, Klax, Vindicators, Cyberball
ALL FIVE GAMES FOR ONLY £18.99

Please make cheques and P.O.'s payable to *Eagle Software*. P+P is included in the UK. Orders under £5 please add 50p P&P per item. Europe: please add £1 per item. Elsewhere add £1.50 per item. If the title you want is not listed please *phone for prices.*

Computer ______________________
Title ______________________

Date ______
Price ______
Price ______
Price ______
Price ______
Price ______
Total ______

Name: ______________________
Address: ______________________

Postcode: ________ Tel: ________
Card No: ______________________

Access ☐ Visa ☐ Cheque ☐ P.O's ☐

07

GUTLESS GULLY

Now that I'm in charge, I thought instead of having boring old cheats on the Gutless page, each month we'd have a black and white drawing of a farmyard animal for you to colour in and stick on your bedroom wall, so you can pretend you live on a farm. Let's begin the series with my personal farmyard fave - the goat. (*What a dumb idea. Get on with the tips, or consider yourself sacked. Ed.*)



What's the cheat word for *Nitro* then?

BRAT

All right, so perhaps we'll have a few cheats first, and then a picture of a goat. (*I'll think about it. Ed.*) Here's **Stuart Butcher,** who reckons the level codes for this naughty little game go something like this... Toy Land: BISHIGMO, MIHEMOTO, SASUTOZO, SUMATZEE. Park Land: NOKITAGO, ITSANONO, MOZIMATO, HOZITOMO. Moon Base: MOKITEMO, ZUMOHATO, CHANASTU, NAGAITSU. Incidentally, do you know what all these codes mean in Flemish? Nope, neither do I!

CHUCK ROCK

Steven Henderson sent in this cheat for Core's caveman caper. When the band starts playing, press ESCAPE twice and either type 'TURN FRAME' and choose your level via keys 1-5, or stick in 'MORTIMER', and by pressing FI-F5 you will be accessed to different stages on the level (on the shorter levels, up to F3 will be sufficient).

PRINCE OF PERSIA

Wow - a cheat for the PC, as provided by **Antony Papaleontiou** (however you might pronounce it). Right, load the game by typing 'PRINCE MEGAHIT' (as opposed to merely 'PRINCE'). Now you can cheat using the following keys: '+' (on the keypad) increases time; '-' (on keypad) reduces time; SHIFT and 'i' turns the screen upside down; SHIFT and 't' gives you more energy blocks; SHIFT and 'w' allows you to float if you fall a long way; SHIFT and 'b' turns all the lights off; SHIFT and 'c' gives you loads of weird codes. Thanks, Antony .

SUPER CARS II

Thanks to **Chris 'When Will I Be Famous' McKinley** from Trowbridge and **Peter Finney** from Birmingham we can now give you cheats for both ST and Amiga versions. Okay, take it away Chris with the ST version: "When you're on the game options screen, delete player one's name using backspace, then do the same for player two. Now type new names for both players as follows: player one must be 'I Walk the Hill', player two must be 'Inwards' (using capitals and spaces as shown). Now you'll have a rather nifty arsenal of weaponary (99 of each to be exact) plus grade three armour, engine and battering ram. Furthermore you'll automatically qualify in each race!" Pretty smart, eh?.

What about the Amiga, Peter? "Enter player one's name as 'Wonderland' for automatic qualification and player two's name as 'The Seer' for a full quota of add-ons and weapons."

NITRO

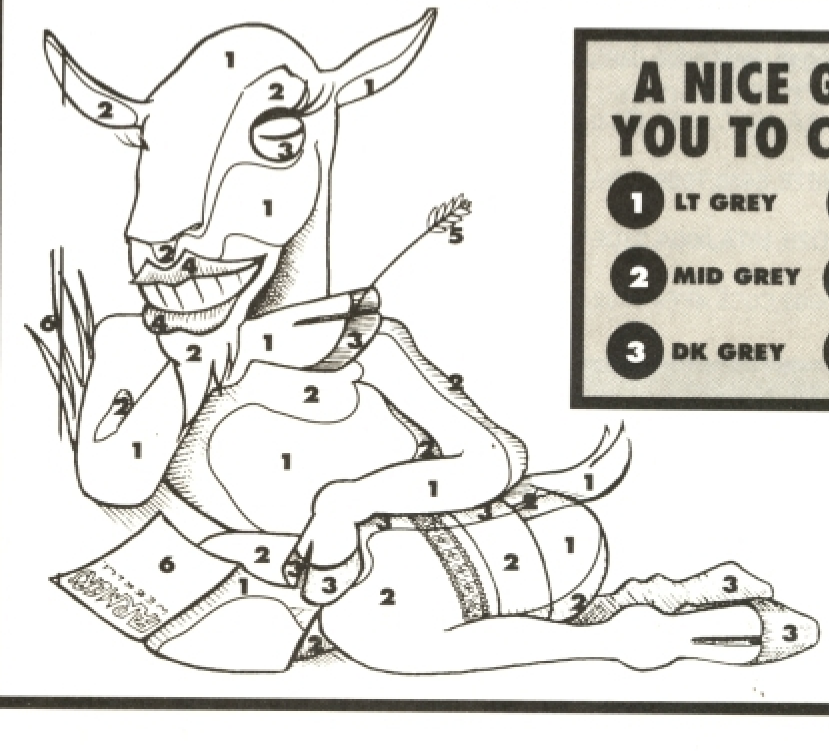
While we're on the subject of top-down racers, **Luis Otton** from Derby has this little offering for Psygnosis' *Nitro* on the ST. If you type in 'Nitro' at any time during the game, the computer will take you to the next level. Luis also says "It took me ages to find all these cheat modes, so I hope at least one gets printed". Well, your final wish was our command, but surely you don't expect me to believe it took you ages to find that the cheat word for *Nitro* was er... 'Nitro'!?

GODS

Phew! Fast work from shandy-swilling **Martin Rennie** of Hayling Island. He claims to have finished *Gods* and felt it was his duty to inform his fellow Top Deck tipplers of the level codes for the Amiga version: Level 2: XWV; Level 3: KRJ; Level 4: XAB.

THE KILLING CLOUD

Mission: 2 – A66TRDEX; 3 – 2WWTR7EX; 4 – Q44FRCE2; 5 – 3XX8RCCM; 6 – XXX8VCCN; 7 – 4338VCCN; 8 – W3Q8VCAM; 9 – 63QTGDEX; 10 – CA2TG7EF. Well, those are the codes for Image Works' *The Killing Cloud,* according to **Mr R Castle.** Hang on – Mr R Castle? Roy? Is that you? Hey, come back – I'm your biggest fan! Maybe you can persuade the Ed to put a picture of a gorgeous, pouting goat on this page, and... (*Okay, okay – just to stop you 'bleating' on, we'll print the stupid goat pic! Ed.*)



A NICE GOAT FOR YOU TO COLOUR IN

1 LT GREY
2 MID GREY
3 DK GREY
4 RED
5 YELLOW
6 GREEN

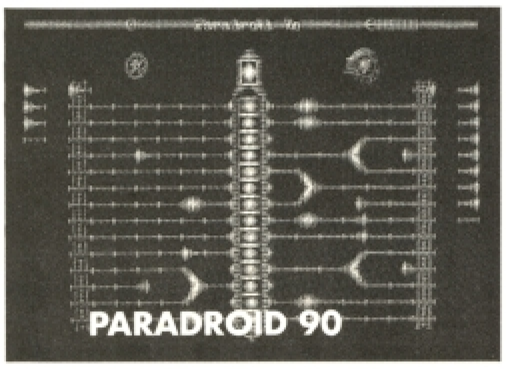
IMPROVE YOUR HEX LIFE!

Ah me, it's July and there's still not much sign of sun. This time last year we were sweltering in a heatwave. And it was snowing in April! According to *Jon North*, if you tap in these routines a little ray of sunshine will explode from your telly (so make sure it's insured first).

SUPER BOMBJACK (AMIGA)

What better way to start the page than with a new routine from your favourite hot poker – yours truly? Here's a brand new bunch of numbers to tap in and RUN (after you've ignored the usual "knackered disk" requesters) to get infy lives in Elite's platform hopper.

```
10 REM Super Bombjack by Jon North
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 111
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01007480 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2840
90 DATA
6612,4E75,0000,0600,0001,0002,0000,0030
100 DATA
0000,0400,70FF,4EAE,FEB6,4BEC,0048,3AC7
110 DATA
429D,3AC0,5280,67DA,93C9,4EAE,FEDA,2AC0
120 DATA
2A8D,2B4D,0008,589D,4295,4BEC,0008,7A05
130 DATA
1A85,41ED,0038,5C8D,2AC8,3A86,41FA,0050
140 DATA
9080,9281,224C,4EAE,FE44,4A80,66A4,224C
150 DATA
D8FC,0100,337C,0002,001C,41E9,0024,9BCD
160 DATA
48D0,3080,3346,0012,4EAE,FE38,41FA,0032
170 DATA
3218,3018,EAB8,D040,3998,0000,0480,07FF
180 DATA
FFFE,64F4,5341,64EA,4EAC,000C,4ED0,7472
190 DATA
6163,6B64,6973,6B2E,6465,7669,6365,0000
200 DATA
0001,0C40,0090,0D2B,487A,000A,21DF,1DE6
210 DATA
4EF8,1D00,4279,0002,C0CE,4EF9,0002,B000
```


PARADROID 90


NARC

PARADROID 90 (AMIGA)

And here we have another Amiga routine sent in by **Magitt** and **Hawkeye** from the Amigos (whose Bat Utility disk I still like). Slap this into Basic and RUN it for infy energy.

```
10 REM Paradroid by Magitt and
Hawkeye
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 127
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01128199 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2640
90 DATA
6612,4E75,0000,0F00,0001,0002,0000,0030
100 DATA
0000,0400,70FF,4EAE,FEB6,4BEB,0048,3AC7
110 DATA
429D,3AC0,5280,67DA,93C9,4EAE,FEDA,2AC0
120 DATA
2A8D,2B4D,0008,589D,4295,4BEB,0008,7A05
130 DATA
1A85,41ED,0038,5C8D,2AC8,3A86,41FA,008E
140 DATA
9080,9281,224B,4EAE,FE44,4A80,66A4,224B
150 DATA
D6FC,0100,337C,0002,001C,41E9,0024,2A47
160 DATA
7E0E,E18F,48D0,2880,3346,0012,4EAE,FE38
170 DATA
4CEB,0003,0034,277C,7FFC,000A,0030,277C
180 DATA
4EF8,0120,0036,41F8,0120,45FA,000C,741F
190 DATA
30DA,51CA,FFFC,4ED3,0C96,90AF,0024,6606
200 DATA
2CBC,90B8,013E,B7FC,0000,08FC,6608,217C
210 DATA
4878,0142,00CC,4E73,0000,33FC,4E71,0003
220 DATA
914C,33FC,4E71,0003,994A,4E75,7472,6163
230 DATA
6B64,6973,6B2E,6465,7669,6365,0000,0000
```

WHAT DO THE NUMBERS DO?

Let you cheat, that's what. To use them, simply load Basic on your machine, type in the listing exactly as printed and SAVE it onto a blank, formatted disk for future use. Now slap in your game disk, and cancel any requesters telling you it's dodgy (this is just because the disk is protected, nothing to worry about). Now RUN your listing and it will load and start the game for you as normal, but with the cheats installed.

NARC (ST)

After exploding onto the page over the last couple of months with their *Total Recall* special (you should've seen the mess afterwards), **Funky Gavin Wood** and **Zoe Harris** return with an infy lives routine for this Ocean game. Bung it into Basic and RUN it with Disk 1 in Drive A.

```
10 REM Narc by Funky Gavin and Zoe
Harris
20 T=0:OPTION BASE 1:DIM
A%(1024):CHEAT=VARPTR(A%(1))
30 DEF SEG=0:REM Remove this line if
using new basic
40 FOR X=0 TO 139 STEP 2
50 READ B$:B=VAL("&H"+B$):POKE
CHEAT+X,B:T=T+B
60 NEXT X
70 IF T<>&H001428E3 THEN PRINT
"ERROR":STOP
80 CALL CHEAT
90 DATA
42A7,3F3C,0020,4E41,2878,04C6,3EBC,0001
100 DATA
2F0C,2F3C,0004,0002,4E4D,4FF9,0008,0000
110 DATA
41FA,001E,3418,3018,721F,C240,EA48,D040
120 DATA
43F4,0000,32D8,51C9,FFFC,51CA,FFEA,4ED4
130 DATA
0001,0300,607A,0ADF,317C,60BC,F1B4,317C
140 DATA
007C,F0F6,702A,91A8,F0F0,4CFA,0EFF,000C
150 DATA
48E8,0EFF,F172,4EE8,F0AC,43E8,7E2A,32BC
160 DATA
4E75,337C,4E75,000C,704A,1340,11A6,1340
170 DATA
165C,1340,1EBC,4ED0,0000,0000
```

STOP

Well, that's that for another month. Send any stuff you've written (which you haven't nicked from another mag) to me, Jon North, at ZERO, 14 Rathbone Place, London W1P 1DE. See you next month on a page not dissimilar to this one.

FUTURESOFT

14-15 Yarmouth Business Park
Suffolk Road
Great Yarmouth
Norfolk NR31 0ER
Tel: 0493 440005 / 0493 441194
(10 Lines)

THE COMPUTER CLUB! FOR AMIGA and ATARI ST.

ARE YOU TIRED OF WAITING WEEKS FOR GAMES YOU HAVE ALREADY PAID FOR?	THEN WAIT NO LONGER! **FUTURESOFT** —THE ALL NEW & EXCITING COMPUTER CLUB!	HAVE YOUR GAME FIRST. PAY US LATER	**WE WAIT FOR YOU YOU DON'T WAIT FOR US**	SEE SPECIAL INTRODUCTORY PRICE BELOW. FREE CATALOGUE SENT TO EVERY MEMBER

4D Boxing	£11.99	Cruise for a Corpse	£11.99	Football Sim	£11.99	Ninja III	£11.99
3D Construction Kit	£24.99	Days of Thunder	£11.99	Genghis Khan	£14.99	Nitro	£11.99
A10 tank Killer	£15.99	Death Trap	£11.99	Gods	£11.99	Populous	£11.99
ADS	£11.99	Defender of the Crown	£2.99	Gold of the Aztecs	£7.99	Power Monger	£14.99
Alcatraz	£11.99	Defenders of the Earth	£2.99	Golden Axe	£11.99	Prince of Persia	£11.99
Armour Geddon	£11.99	Demoniak	£11.99	Hard Driven 2	£11.99	Railroad Tycoon	£14.99
Atomic Rotokid	£11.99	Deterous	£11.99	Horror Zombies	£11.99	Rick Dangerous 2	£11.99
Awesome	£11.99	Double Dragon II	£7.99	Immortal	£11.99	Robo Zone	£11.99
Back to the Future 3	£11.99	Dragon Breed	£11.99	Indy 500	£11.99	Robocop II	£11.99
Barbarian II(PSYG)	£11.99	Dragon Strike	£14.99	Interceptor	£11.99	Rocket Ranger	£2.99
BAT	£14.99	Dragons Breath	£14.99	Iron Man	£11.99	Shad Beast 2	£11.99
Battle Command	£11.99	Dragons Flight	£14.99	Ivanhoe	£11.99	Shadow Dancer	£11.99
Battle Master	£14.99	Dragons Lair	£19.99	James Pond	£11.99	Shadow Warriors	£11.99
Battle of Britain	£15.99	Drakker	£14.99	Judge Dread	£11.99	Simulcra	£11.99
Betrayal	£14.99	Duck Tales	£11.99	Kick Off II	£11.99	Sly Spy	£11.99
Billy The Kid	£11.99	Dungeon Master	£11.99	Killing Cloud	£11.99	Speedball II	£11.99
Birds of Prey	£14.99	Dungeon Master ed	£2.99	Killing Game Show	£11.99	Super Cars II	£11.99
Blue Max	£14.99	Dynasty Wars	£11.99	Larry II or III	£19.99	Super Monaco	£11.99
Brat	£11.99	E.f.t.P.O.t.e.m	£7.99	Lemmings	£11.99	Supremacy	£14.99
Buck Rogers	£15.99	Eagle Rider	£11.99	Lost Patrol	£11.99	Swiv	£11.99
Budakhan	£4.99	Ecstacy	£7.99	Lotus Turbo	£11.99	Team Yankee	£14.99
Cadaver	£11.99	Elvira	£14.99	Magic Fly	£11.99	Test Drive II	£11.99
Captive	£11.99	Emlyn Hughes Int	£11.99	M1 Tank Platoon	£14.99	TMHT	£11.99
Carve Up	£11.99	Epic	£11.99	Maniac Mansion	£11.99	Toki	£11.99
Centurian	£14.99	Exterminator	£11.99	Mega Lo Mania	£11.99	Total Recall	£11.99
Champions of Raj	£11.99	F15 II	£14.99	Metal Masters	£11.99	Turrican	£11.99
Chaos Strikes Back	£11.99	F16 Combat Pilot	£11.99	Midnight Resistance	£11.99	Turrican II	£11.99
Chase HQ	£11.99	F19 Stealth Fighter	£14.99	Midwinter	£14.99	Ultimate Ride	£11.99
Chess Simulator	£4.99	F29 Retaliator	£11.99	Midwinter 2	£14.99	UMS II	£11.99
Chuck Rock	£11.99	Falcon	£11.99	Mig 29	£16.99	Viz	£11.99
Colditz	£14.99	Finale	£11.99	Monty Python	£11.99	Voodoo Nightmare	£11.99
Combo Racer	£11.99	First Samurai	£11.99	NAM	£14.99	Warlock	£11.99
Conqueror	£11.99	Fists of Fury	£11.99	Narc	£11.99	Wings	£11.99
Corporation	£11.99	Flash Dragon	£11.99	Narco Police	£11.99	Wolf Pack	£11.99
Corvette	£11.99	Flight of Intruder	£14.99	Navy Seals	£11.99	Wrath of the Demon	£14.99
Crimewave	£11.99	Flood	£4.99	Night Shift	£11.99	Z Out	£11.99

The above prices are available to members only.

Membership Annual £6.

P&P £1 per item.

A small charge will be made for paying by credit card.

To become a member simply fill in the slip opposite.

Special introductory rates subject to 1 per member.

Some titles may not be released at time of going to press.

I wish to become a Club Member and enclose a cheque/postal order payable to **FUTURESOFT** for £6.

Mr/Mrs ....

Address ....

....

....

....

Signed ....

If under 18 Signature of Parent of Guardian

....

COMPO

SUMMER HELIDAY!

WIN

★ A HAIR-RAISING RIDE IN A HELICOPTER!!!
★ 10 COPIES OF *THUNDERHAWK*!!!
★ ALL DONATED BY CORE DESIGN!!!

Core, what a company, eh? And more to the point, what a competition! To celebrate the launch of *Thunderhawk*, its brilliant new helicopter sim, Core Design is giving away a rather stupendous prize. Can you guess what it is? No, no, no – it's not a snog with Dannii Minogue. It's actually something *good*. After all, who would want to spend any time with the afore-mentioned drongo when they could go for a hellraising jaunt in a helicopter! Damn, we've given the game away now. *(But it's Core who's giving the games away. Ed.)* Er... oh yes, and 10 runners-up will receive a fab copy of *Thunderhawk* (previewed in our last issue). Okay, so you won't actually be flying for real, but what do you want – blood?

CHOICE CHOPPERS

So now you obviously want to know how to win this vertiginous prize, don't you? You're all the same – all take, take, take. Okay, have it your way, here's what you do. Simply answer the complex puzzle below and make a quick phone call. As you can see, four helicopters are pictured and each chopper belongs to one of the four reviewers listed below. All you have to do is guess which chopper belongs to which reviewer (oo-er). Then dial **(0898) 299244**, giving the number of each question followed by the letter of the answer you think is correct (e.g. 1 – C, 2 – A etc).

CALLING EARTH

★ Things could get rather nasty if you haven't asked the billpayer's permission to use the phone.
★ Dialling the right number will make a difference to your chances of winning. If someone questions you about *your* chopper, hang up.
★ Remember to give your name, address and computer format in case you're lucky enough to be a runner-up.

1. **David 'Wheeler Dealer' Wilson**
2. **Paul 'Top Of The Form' Lakin**
3. **Duncan 'Dippy' MacDonald**
4. **David 'McVicca' McCandless**

RULES

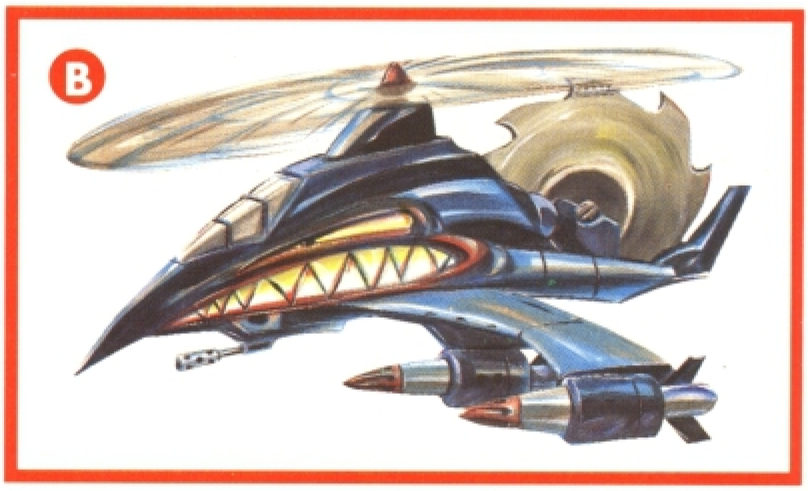
★ Employees of Dennis Publishing or Core Design caught entering will be parachuted into the desert.
★ Entrants phoning after 31st July '91 will have their phone numbers sent to the nearest double glazing firm.
★ The Ed's driving the helicopter, so what he says goes.

☎ (0898) 299244 ☎

A



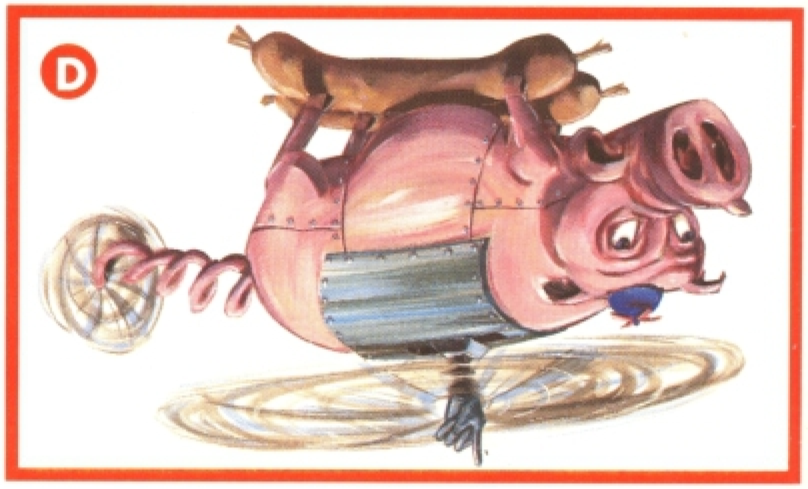
B



C



D



PHANTASTIC GAMES

103A ST JOHNS HILL
LONDON
SW11 1SY
071 738 0617

Access VISA

16 BIT SPECIALISTS

VISITORS WELCOME - 24 HOUR CREDIT CARD HOTLINE

SOFTWARE

3-D Construction Kit	34.99
A-10 Tank Killer	25.50
Armour-Geddon	17.99
Awesome	25.50
BRAT	17.99
Cadaver Levels	11.99
Centurion	17.99
Chuck Rock	17.99
Cruise for a Corpse	17.99
Crystals of Aborea	17.99
Champion of the Raj	17.99
Deuteros	17.99
European Superleague	17.99
Eye of the Beholder	21.99
F-19 Stealth Fight	23.50
Flight of the Intruder	17.99
Full Blast	17.99
Gauntlet 3	17.99
Gods	17.99
Genghis Khan	32.50
Hero Quest	17.99
Hill Street Blues	17.99
Hollywood Collection	22.50
Kick Off 2	17.99
Killing Cloud	17.99
Lemmings	16.99
M1 Tank Platoon	22.50
Metal Mutant	17.99
Mega Traveller 1	22.50
Midwinter 2	22.50
NAM	26.50
PGA Tour Golf	17.99
Platinium Collection	17.99
Power Pack	17.99
Pro Tennis tour 2	17.99
Railroad Tycoon	25.99
Secret of Monkey Island	22.50
Sega Master Mix	22.50
Super Cars 2	17.99
Spirit of Excalibur	23.50
Switchblade 2	17.99
Star Control	17.99
Speedball 2	16.99
Super Monaco G.P.	17.99
S.W.I.V.	17.99
Toki	17.99
Turrican 2	17.99
UMS 2	22.50
Wing Commander	26.99
Wonderland	32.50
Wheels of Fire	17.99

HARDWARE

AMIGA-500	329.99
AMIGA-500 (1 MEG)	374.99
Contriver 5 in 1 mouse	24.99
Contriver Amiga mouse	19.99
1/2 Meg Up-grade no clock + D/Master	34.50
1/2 Meg Up-grade + Cinemaware	53.99
1.5 Meg expansion fully populated	129.99
Amiga Drive + RVF/Beast/KO2/B.SQ	79.99
ATARI ST520FM	269.99
ST Drive + KO2 + Corporation	74.99
SEGA GAME GEAR	94.99
SEGA MEGA DRIVE	144.99

JOYSTICKS

Cruiser - Black	8.99
Cruiser - Auto	11.99
Speedking - Standard	9.99
Speedking - Auto	9.99
Challenger - Standard	23.99
Challenger - I.R.	29.99
Comp. Pro 5000	13.99
Stingray	13.99
Stringray - Auto	14.99
Navigator - Auto	13.99

MEGA DRIVE GAMES

After Burner 2	32.99
Ghouls and Ghosts	39.49
Mickey Mouse	34.99
PGA Tour Golf	34.99
Phantasy Star 2	52.99
Sword of Sodan	34.99
Sword of Vermillion	44.99

PHONE US AND
ASK ABOUT OUR

GOLD CUSTOMER CLUB

MANY MORE TITLES AVAILABLE

PREMIER MAIL ORDER

*We are on stand No 124 at the 16 Bit Computer Show. Titles marked * are not yet available and will be sent on day of release.*
Please send cheque/PO/Access/Visa No. and expiry date to:

Dept ZE/08, Trybridge Ltd., 8 Buckwins Sq., Burnt Mills, Basildon, Essex. SS13 1BJ.

Please state make and model of computer when ordering. P&P inc. UK on orders over £5.00. Less than £5.00 and Europe add £1.00 per item. Elsewhere please add £2.00 per item for Airmail. These offers are available Mail order only. Telephone orders: Mon-Fri 9am-7pm. Saturday 10am-4pm. Fax orders: 0268 590766

GAME	ST	AMIGA
3D Construction Kit*	26.99	26.99
1/2 Meg Upgrade	-	29.99
1/2 Meg Upgrade with clock	-	44.99
A-10 Tank Killer	-	26.99
AFT2	16.99	16.99
African Raiders	6.99	6.99
Arachnaphobia*	16.99	16.99
Assault on Alcatraz*	16.99	16.99
688 Attack Sub		16.99
AMOS		29.99
Armour-Geddon*	-	26.99
Awesome*	-	24.99
B.A.T	26.99	19.99
Back to the Future 2	16.99	16.99
Back to the Future 3	16.99	16.99
Badlands	16.99	16.99
Bards Tale 3*	-	16.99
Battle command	16.99	16.99
Battle of Britain	19.99	19.99
Battle Chess 2*	19.99	19.99
Beastbusters	16.99	16.99
Betrayal*	19.99	19.99
Battlemaster	16.99	19.99
Birds of Prey	26.99	26.99
Blue Max*	19.99	19.99
Billy the Kid*	16.99	16.99
Big Game Fishing*	16.99	16.99
Blade Warrior*	16.99	16.99
Brat*	16.99	16.99
4D Boxing*	16.99	16.99
Buck Rogers	-	19.99
California Games	6.99	6.99
Captive	16.99	16.99
Carthage	16.99	16.99
Castles*	19.99	19.99
Cavadar	16.99	16.99
Cadaver Data Disk*	9.99	9.99
Centurion*	-	16.99
Chaos Strikes Back	12.99	16.99
Chase HQ	13.99	16.99
Chase HQ2	16.99	16.99
Champions of Krynn (1Meg)	-	21.99
Chuck Rock	16.99	16.99
Chuck Yeager	16.99	16.99
CJ's Elephant Antics	5.99	5.99
Codename Iceman (1Mg)	-	26.99
Colonels Bequest (1Mg)	-	26.99
Commando War*	16.99	16.99
Conquest Camelot (1Mg)	-	26.99
Corporation	16.99	16.99
Corporation Data Disk*	9.99	9.99
Cricket Captain	16.99	16.99
Creatures	19.99	19.99
Crime Wave*	16.99	16.99
Cruise for a Corpse*	16.99	16.99
Cybercon 3*	19.99	19.99
Curse of Azure Bonds (1 Meg)	-	19.99
Daley Thompson Challenge	5.99	5.99
Days of Thunder	16.99	16.99
Das Boot*	19.99	19.99
Deluxe Paint	39.99	-
Disney Animation*	-	79.99
Dick Tracey	16.99	16.99
Dragons Lair 2		26.99
Dragon Strike*	-	19.99
Dragon Wars	-	16.99
Dragons Lair (1 Meg)		26.99
Dragons Lair Time Warp*	26.99	26.99
4D Drivin	16.99	16.99
Dungeon Master	16.99	16.99
Duck Tales	16.99	16.99
Duster*	16.99	16.99
Dynamite Debugger*		16.99
E-Swat	16.99	16.99
Epic*	19.99	19.99
Elite	14.99	14.99
ELF*	16.99	16.99
Emlyn Hughes	13.99	13.99
Escape from Colditz	19.99	19.99
Eye of the Beholder (1 megt)*	-	19.99
Excalibur*	16.99	16.99
F15 Strike Eagle 2*	22.99	22.99
F16 Combat Pilot	16.99	16.99
F19 Stealth Fighter	19.99	19.99
F29 Retaliator	16.99	16.99
Falcon	12.99	14.99
Falcon Mission Disk	10.99	10.99
Falcon Mission Disk 2	10.99	10.99
Fireball*	16.99	16.99
First Samurai*	16.99	16.99
Fists of Fury 2*	19.99	19.99

GAME	ST	AMIGA
Fire and Forget 2	16.99	16.99
Flight of the Intruder*	19.99	19.99
Football Director 2	12.99	12.99
Ford 98 Rally*	16.99	16.99
Forgotten Worlds	6.99	6.99
Fun School 3 5-7	16.99	16.99
Fun School 3 over 7	16.99	16.99
Fun School 3 under 5	16.99	16.99
Fun School 2 (6-8)	13.99	13.99
Fun School 2 (over 8)	13.99	13.99
Fun School 2 (under 6)	13.99	13.99
Future Wars	16.99	16.99
Gazza 2	16.99	16.99
Gauntlet 2		6.99
Gauntlet 3*	16.99	16.99
Gods	16.99	16.99
Golden Axe	16.99	16.99
Gunship	14.99	14.99
Gunboat*	16.99	19.99
Hard Drivin 2	16.99	16.99
Harpoon (1 Meg)		19.99
Hill Street Blues	16.99	16.99
Hong Kong Fuey	5.99	5.99
Hollywood Collection	19.99	19.99
Heroesquest*	19.99	19.99
Horror Zombies	16.99	16.99
Hunter*	16.99	16.99
Hydra*	16.99	16.99
Imperium	16.99	16.99
Indianapolis 500	-	16.99
It came from the Desert Data	-	9.99
Jack Nicklaus Extra courses	-	9.99
Jack Nicklaus Golf	16.99	16.99
Jack Nicklaus unlimited Golf.	-	19.99
Judge Dredd	13.99	13.99
Jungle Book	6.99	6.99
Kick Off 2	12.99	12.99
Kick Off 2 (1 Meg)	-	14.99
Killing Cloud	16.99	16.99
KO 2 Super League*	9.99	9.99
KO 2 Final Whistle	8.99	8.99
KO 2 Giants of Europe*	7.99	7.99
KO 2 Return of Europe*	7.99	7.99
KO 2 Winning Tactics*	5.99	5.99
Knights of the Sky*	19.99	19.99
Last Ninja 3*	16.99	16.99
Last Ninja Remix	16.99	16.99
Legend*	16.99	16.99
Leisure Suit Larry 2	19.99	26.99
Leisure Suit Larry 3	26.99	26.99
Life and Death*	19.99	19.99
Line of Fire	16.99	16.99
Lord of the Rings*	-	16.99
Lords of Chaos*	13.99	16.99
Lost Patrol	16.99	16.99
Magnum 4	16.99	16.99
Magnetic Scrolls Coll*	19.99	19.99
Masterblazer*	16.99	16.99
Magic Fly	16.99	16.99
Mega-Lo-Mania*	16.99	16.99
Mercs*	16.99	16.99
Miami Chase	6.99	6.99
Mega Traveller	19.99	19.99
Mig 29	22.99	22.99
Maniac Mansion	16.99	16.99
Monty Python	13.99	13.99
M1 Tank Platoon	19.99	19.99
Midwinter	19.99	19.99
Midwinter 2*	19.99	19.99
Midnight Resistance	16.99	16.99
Murder	16.99	16.99
Music X Jnr	-	49.99
NAM	19.99	19.99
NARC	16.99	16.99
Navy Seals*	16.99	16.99
Nightbreed RPG	16.99	16.99
Nightshift	16.99	16.99
Nitro	16.99	16.99
Obitus	-	26.99
Operation Stealth	16.99	19.99
Operation Thunderbolt	13.99	16.99
Off Road Racer	16.99	16.99
PGA Golf tour	-	19.99
Pang	16.99	16.99
Paradroid 90	16.99	16.99
Pirates	15.99	15.99
Player Manager	12.99	12.99
Platinum	16.99	16.99
Ploting	13.99	16.99
Police Quest 2	16.99	26.99
Power Pack	16.99	16.99

GAME	ST	AMIGA
Powermonger Data Disk 1*	9.99	9.99
Power Up	19.99	19.99
Pool of Radiance	-	19.99
Populous	16.99	16.99
Populous Promised Land	7.99	7.99
Prince of Pershia	-	16.99
Powermonger	19.99	19.99
Predator 2*	16.99	16.99
Puzznic	16.99	16.99
Quattro Arcade	9.99	9.99
Quattro Sports	9.99	9.99
Railroad Tycoon*	22.99	22.99
Rainbow Islands	13.99	16.99
Red Storm Rising	15.99	15.99
Reach for the Skies*	16.99	16.99
Rotator*	16.99	16.99
Rick Dangerous 2	16.99	16.99
Rise of the Dragon*	26.99	26.99
Rocky Horror Show*	16.99	16.99
Robocop 2	16.99	16.99
Robozone*	16.99	16.99
Ruff and Reddy	5.99	5.99
Search for the King*	16.99	16.99
Secrets of the Luftwaffe*	19.99	19.99
Secret of Monkey Island*	19.99	19.99
Sega Master Mix	16.99	16.99
Shadow Dancer*	16.99	16.99
Shadow Warriors	13.99	16.99
Shadow of the Beast 2	-	26.99
Shadow Sorceror*	-	19.99
Shuttle*	19.99	19.99
Skull and Crossbones	16.99	16.99
Sim City	19.99	19.99
Sim Earth*	19.99	19.99
Slim City Terrain		13.99
Ski or Die*	16.99	16.99
Sly Spy	16.99	16.99
Spiderman	16.99	16.99
Spellbound	16.99	16.99
Space Ace	26.99	26.99
Space Quest 3	26.99	26.99
Speedball 2	16.99	16.99
Spy Who Loved Me	13.99	13.99
Stratego*	16.99	16.99
Strider 2	16.99	16.99
Star Flight	7.99	7.99
Star Flight Hint Bk		5.99
Steven Hendry*	16.99	16.99
Subbuteo	16.99	16.99
Supercars 2*	16.99	16.99
Super Monaco GP	16.99	16.99
Supremacy	19.99	19.99
Switchblade	6.99	6.99
Switchblade 2*	16.99	16.99
Swiv	16.99	16.99
Team Suuki	16.99	16.99
Team Yankee	19.99	19.99
Teenage Mutant Turtles	16.99	16.99
Test Drive 2	16.99	16.99
Test Drive 3*	-	16.99
T't Drive California Chall	9.99	9.99
Test Drive European Chall	9.99	9.99
Test Drive 2 Muscle Cars	9.99	9.99
Test Drive 2 Supercars	9.99	9.99
The Immortal (1 meg)	16.99	16.99
Thunderhawk*	19.99	19.99
Tournament Golf	16.99	16.99
Toki*	16.99	16.99
Toyota Celica	16.99	16.99
Total Recall	16.99	16.99
Track Suit Manager 2*	16.99	16.99
Treasure Trap	6.99	6.99
Turbo Challenge	16.99	16.99
Turbo Challenge 2*	16.99	16.99
Turrican 2*	16.99	16.99
TV Sports Baseball*		19.99
UMS2	19.99	19.99
Viz*	16.99	16.99
Walker*	16.99	16.99
War Lords*	19.99	19.99
Wildfire*	19.99	19.99
Wolf Pack	19.99	19.99
Wonderland	19.99	19.99
World Champ Soccer	16.99	16.99
Wrath of the Demon	19.99	19.99
Wings		12.99
Wiz Kid*	16.99	16.99
Yogi + Friends	5.99	5.99
Yogis Great Escape	5.99	5.99
Xenomorph 2*	16.99	16.99
Zak Mcraken	16.99	16.99
Z-Out	13.99	13.99

SPECIAL OFFERS

GAME	ST	AMIGA
Afterburner	5.99	5.99
Arkanoid 2	5.99	5.99
APB	6.99	6.99
Batman 2	5.99	5.99
Bards Tale 2	-	7.99
Barbarian (Psy)	7.99	7.99
Barbarian 2	6.99	6.99
Bionic Commando	7.99	7.99
Budokan	-	799
Crazy Cars	5.99	5.99
Continental Circus	7.99	7.99
Double Dragon	5.99	5.99
Defender of Crown	7.99	7.99
Dragons Breath	12.99	12.99
Flood	7.99	7.99
Ferrari Formula 1	7.99	7.99
Hard Drivin'	6.99	6.99
Triad Vol 3	9.99	9.99
Hounds of Shadow	7.99	7.99
Leather Goddess	5.99	5.99
Hitch Hikers Guide	5.99	5.99
Keef the Thief	-	7.99
Kick Off	7.99	7.99
Interceptor	-	7.99
IK+	5.99	5.99
It Came From Desert + Ant Heads	-	19.99
Last Ninja 2	5.99	5.99
Licence To Kill	6.99	6.99
Outrun	7.99	7.99
Platoon	5.99	5.99
Projectyle	7.99	7.99
Power Drome	7.99	7.99
R-Type	5.99	5.99
Rock Star	4.99	4.99
Rick Dangerous	7.99	7.99
Rocket Ranger	7.99	7.99
RVF Honda	9.99	9.99
Silent Service	9.99	9.99
Silkworm	5.99	5.99
Speedball	7.99	7.99
Stunt Car Racer	9.99	9.99
Steve Davis	7.99	7.99
Super hang On	5.99	5.99
Treasure Island Dizzy	4.99	4.99
Track Suit Manager	7.99	799
Toobin	6.99	6.99
Turrican	7.99	7.99
TV Sports Basketball	-	14.99
TV Sports Football	16.99	16.99
TV Sports Football	9.99	12.99
Wizball	5.99	5.99
Zork for 2	7.99	--
Zany Golf	7.99	7.99

JOYSTICKS

Quickjoy Jetfighter	10.99
Cheetah 125+	6.99
Cheetah Mach 1	9.99
Quickjoy 2 Turbo	8.99
Quickshot 3 Turbo	8.99
Sega Control Stick	13.99

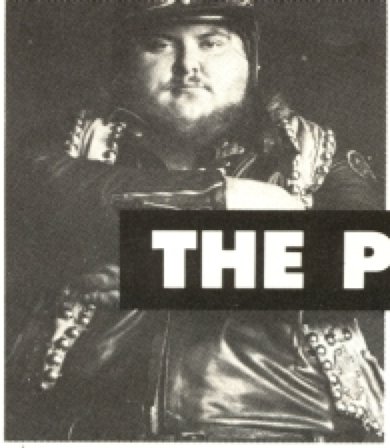
BLANK DISKS

Unbranded

10×3.5" DSDD	5.99
20×3.5" DSDD	10.99
50×3.5" DSDD	23.99
100×3.5" DSDD	49.99

Branded

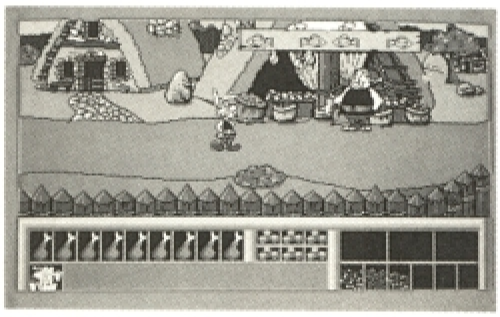
3.5" DSDD	(each) 1.25
5.25" DSDD	(each) 0.75



THE PRICE I$ RIGHT

ZERO's beloved ex-con has a quick look at all that's cheap in the world of software. Take it away, Bloggo...

ASTERIX
OPERATION GETAFIX



Monkey Business/ST & Amiga/£7.99

Bloggo: Asterix – what a great bloke, eh? He has a drink then starts beating people up. Obelix is even better 'cos he eats lots of meat and he's big, just like me. They're both a lot better than that girl's blouse Tintin with his daft shorts and poncey hair style. Pity that their game is so crap.

It's all to do with collecting and testing the ingredients for Getafix's secret potion. Ingredients can be picked up from the woods or bought in the village. To get extra money, Asterix (that's you) can play dice against the Romans or the soothsayer, but first he's got to trick his way into the Roman camp.

Sounds good, dunnit? But it doesn't really hang together, and there's not enough screens. So if you like Asterix, buy the books – they're cheaper.

OVERALL SCORE 70

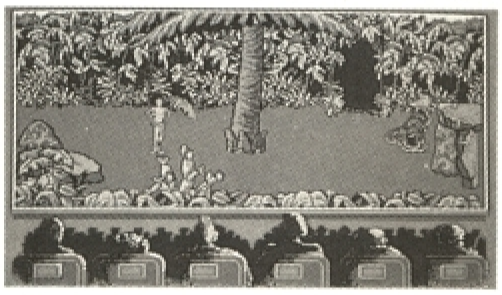
THE JUNGLE BOOK

Monkey Business/ST & Amiga/£7.99

Bloggo: I've got a bit of a soft spot for *The Jungle Book* – probably 'cos I made a few bob out of my KiddiSoft Disney toys. They sold like the proverbial hot cakes, until that unfortunate incident with the baby and the loose eye.

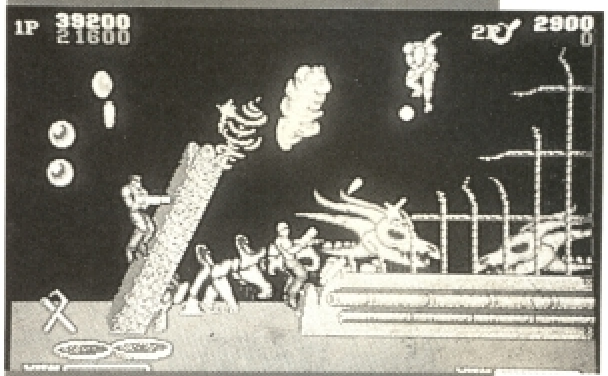
The Jungle Book on computer isn't too bad – nice graphics and reasonable animation with all your favourite characters making an appearance. With four locations, each containing forty screens, there's quite a lot of scenery to wander through 'n' all. Not a lot of game, though. You just walk around, pick things up and use them to get onto next screen. One for the kids – a budget game from beginning to end.

OVERALL SCORE 75



FORGOTTEN WORLDS

Kixx/ST & Amiga/£7.99



Bloggo: I like shooting people, so I'm always keen to lay my hands on a cut price shoot 'em up (or a cut price shooter, for that matter). With action across four worlds and more baddies than you can shake a bumper pack of Bloggo's ladies cotton briefs at, *Forgotten Worlds* sounds violent enough even for my tastes.

It's certainly action packed enough and the graphics and animation ain't half bad neither. Problem is it's got the sort of control system that the Frogs would be proud of. You can move your arms without moving the figure. Sounds good until you've got eight million deadly doobries charging at you and your gun's pointing at your feet.

A popular little job when it originally came out, so not a bad buy on budget. Me, I'd rather do over a building society any day.

OVERALL SCORE 81

CALIFORNIA GAMES

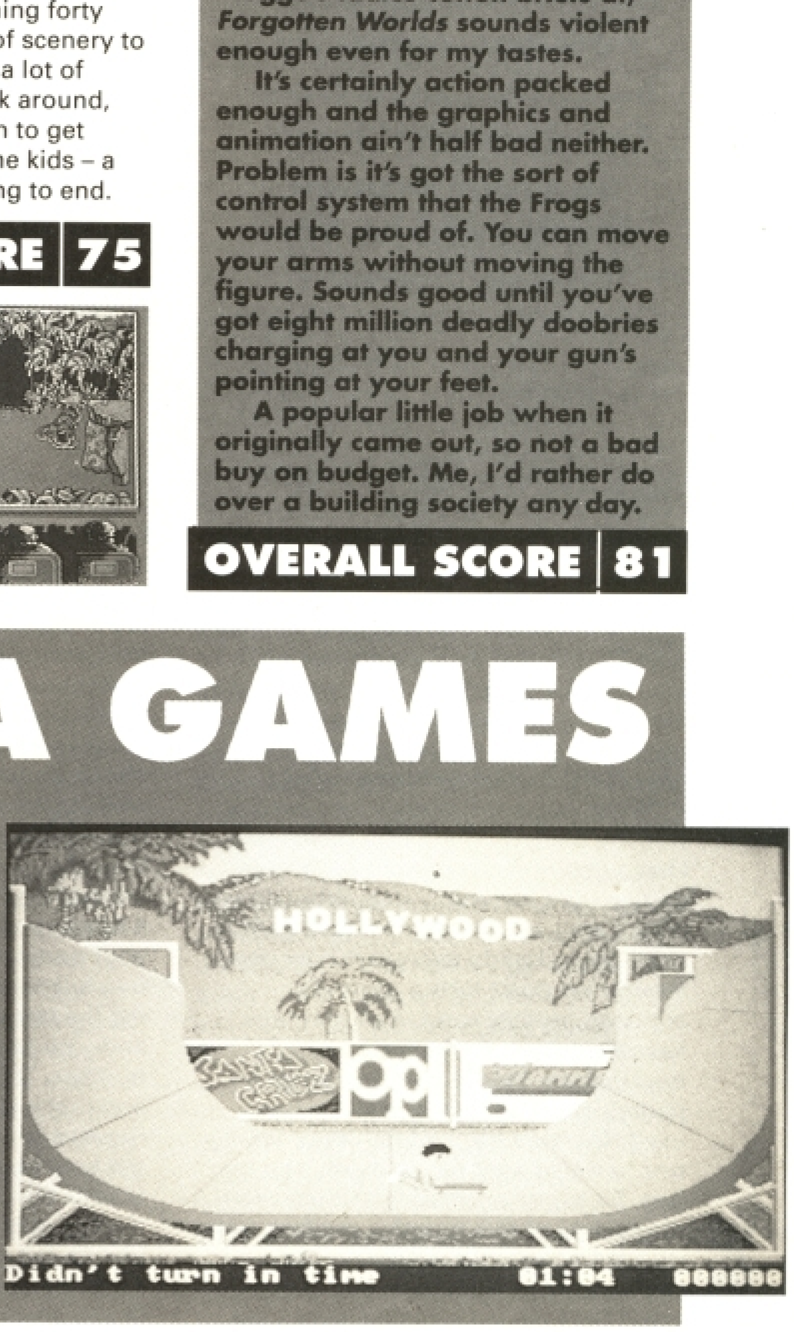
Kixx/ST & Amiga/£7.99

Bloggo: *California Games*? The only sort of games I play in California take place in motel bedrooms (arf, arf). Not exactly family entertainment, eh? But these are the games played by those fitness freak Yanks with the gormless toothy grins.

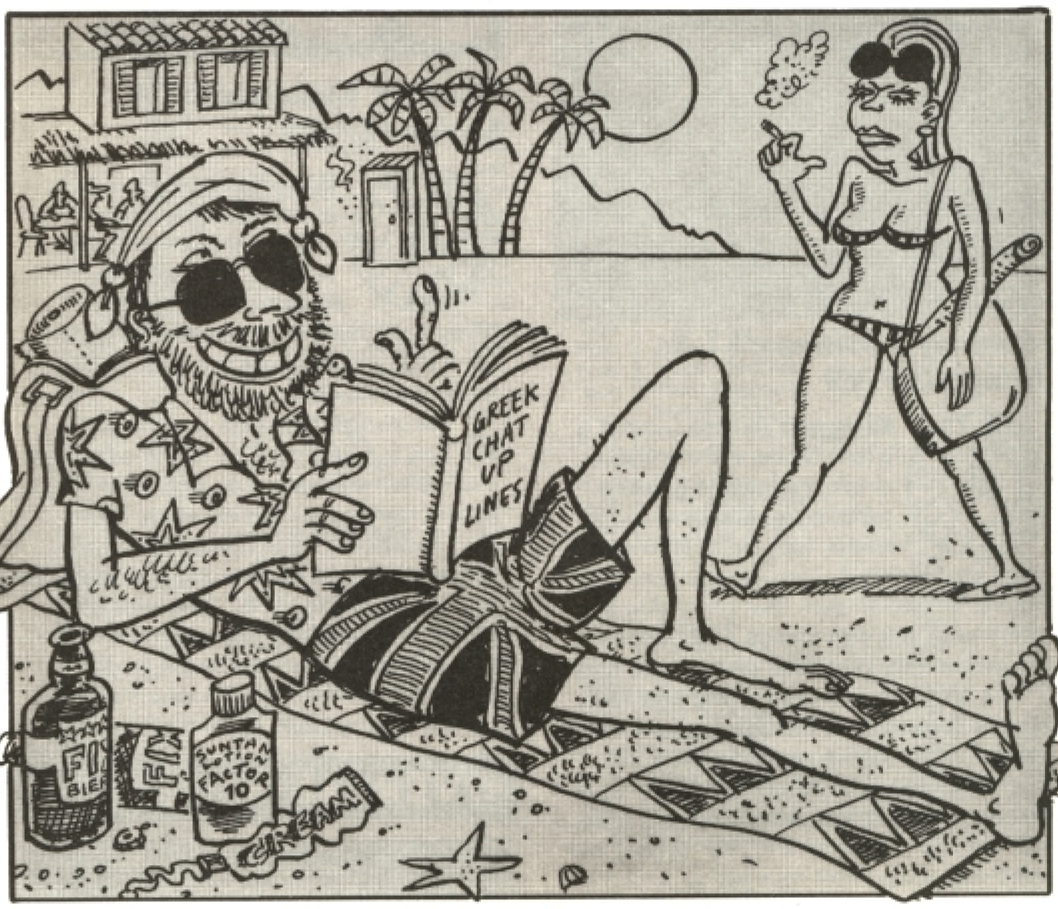
The games are skateboarding (that takes me back), foot bag, surfing, roller skating, BMX racing and flying disk (frisbee to you and me). Being American it's all competitive with up to eight competitors able to try out in all events and hopefully win the championship. It's not only competitive though – it's fun too.

The surfin' and frisbee were me faves but it's all quite a larf. All that exercise without needin' to leave your armchair. If all this inspires you to get fit, I could really do you a favour – I'm doin' a nice little line in genuine Reetech trainers, yours for just a fiver.

OVERALL SCORE 85



MIKE'S GOT A BRAND N



Mike Gerrard is a man who can often be found delving into an old bag – his mail bag, that is. But the old sack became so worn out and tatty that we had a brand new one made for him, fashioned from finest virgins' hose. So what strange epistles did he find lurking therein?



I bet you often wonder what happens to the mail you send in to the ZERO offices, don't you? What's that – you don't give a monkey's? Well, I'll tell you anyway. It arrives, gets sorted out and then we scribes go in to sift through our letters. This month I was looking forward to the prospect of a good old rummage through my superb new ZERO mailbag – how exciting!

What was considerably less exciting was the content of the new receptacle. I keep getting letters about adventure games – it's incredibly dull. What do you think I am – an adventure page? ZERO's been going nearly two years now (even though we don't look a day over eighteen months) and in all that time I haven't had any invitations to Buckingham Palace garden parties or photos of naked ladies, and the only used fiver was from a Monopoly set. No one has ever sent me so much as a tea bag. So to get my revenge I shall share the secrets of this month's mailbag with you. If it's really incredibly boring, you've only got yourselves to blame, so stand back while I get my epistles out.

The very first letter is a complaint from **Special Reserve**, pointing out that I gave the wrong phone number t'other month when I told you about their wondrous software service. Some folks are never happy. The number I used was the general office number, where the switchboard is manned by a woman called Doris who's as deaf as two short planks and doesn't always get to the phone on time on account of her walking frame. On the other hand, if you call the **Special Reserve Salesline** there are about 8,000 extensions and a team of Nubian slaves working 24 hours a day answering calls and taking down your particulars. They will send you a free full colour glossy catalogue featuring the latest in leather posing pouches and... oh no, hang on, that's a different number. This one is **(0279) 600204**, and that'll let you know what Special Reserve is all about. And how you can get hold of any one of five Magnetic Scrolls adventures for only £6.99. Gosh!

Now this is the August issue, in case you hadn't noticed. And in the middle of August I shall be lazing around on a Greek island, getting boiled alive ('cos I get so red I get mistaken for a lobster, you see). My Greek chum **Thomas Thomaidis** of Athens has sent me some phrases which he says may come in useful, like: *"Yassou moro mou, kanis tipota apopse?"* ("Hi baby, are you doing anything tonight?") And: *"Thelis na kanoume agrio, pathiagmeno erota?"* ("Do you want to... ") Hang about – I can't print that! I shall have to rip Thomas's letter up, having made a careful note of the contents first. (*What's all this got to do with adventures? Ed.*)

At last a proper reader's letter – from Dunfermline's **Kenny Anderson** and his mighty Amiga. Kenny's brain isn't so mighty though, as he's just bought Mastertronic's re-release of *Hitchhiker's Guide To The Galaxy* and says: **"I'm hopelessly stuck on it. Wrong – I'm totally hopelessly stuck on it. And I thought *Rigel's Revenge* on the old Spectrum was bad! I've been trying to get a babel fish from the babel fish dispenser. Activating the dispenser results in the fish soaring across the room into a small hole below a hook. So I thought I'd hang my dressing gown over the hook to**

***And a new logo as well!**

A NEW BAG*

hide the hole. This works, but instead the fish disappears down a drain. So I cover the drain with my towel. This stops the fish going down the drain, but now a bloody robot rushes in and grabs the *@$%©£* thing! I tried to block the robot's path with Ford Prefect's satchel. The robot crashes into it and the fish that he's grabbed goes flying into the air, only to be grabbed by yet another robot. HELP! Scream!" Little did Kenny know, but he was only one step away from getting the babel fish into his ear, which, as every good hitchhiker knows, means you can understand any language. All Kenny needed to do was: LEHCTAS NO LIAM KNUJ TUP. And Bob's your babel fish!

Also from bonny Scotland is **Donald Macleod** of Gairloch in Ross- shire, who says he's going mad trying to finish off Sierra's **"fantastic adventure, *Police Quest II*. I am in the sewer under Burt Park and am going around trying to find a gas mask, but I always get either shot or gassed before I can find it. Please tell me which direction to go in when I enter the sewer."** Okey-dokey. Go east twice, then south, then west. When you've got the mask, go west, south twice and then east. And then you've almost finished the game. Orfly well done, old chap, as the Americans would say.



And now a letter straight from Mrs Bingham's Computer Studies lesson, courtesy of **Ludwig van Ledbury** of Wantage, who had better hope that Mrs Bingham doesn't read ZERO. His is a simple request (from a simple person, obviously). **"Look, just mention my name in your section or I'll send the rest of ZERO a pressie to use on you. Parp."** So that's where the razor came from. Thank you, Ludwig, although you don't deserve a mention for writing to me on the back of your crappy computing homework. Hmm... let's see how he did: "4: Differences between RAM and ROM. RAM: This is Random Access Memory, it allows data to be stored but it is lost when the machine is turned off. RAM: This is Read Only Memory, is as above, but is permanant." Mrs Bingham points out that Read Only Memory actually makes ROM and not RAM, but she misses the wrong spelling of "permanant". Tut-tut, naughty Mrs Bingam. Bend over this desk.

Next port of call is Bath, and **Mandy Flower**, who wants to know how to gamble with Charon in the Magnetic Scrolls game, *Myth*. The answer's easy – cheat! If you hang the shield on the nail and sit opposite, you'll be able to see Charon's hand reflected in it when the game begins. You sometimes get gambling games in adventures, as with *Leisure Suit Larry*, and one way to build up your winnings is to make constant use of the Save routine. Before every round, Save. If you lose that round, restore your saved game and play it again 'til you win. Then immediately Save again, and so on. But you can't do that in *Myth*, as the Save routine has been disabled for the duration of the card game.

Talking of *Leisure Suit Larry*, no month can go by without several *Larry* hips and tints. This month it's **Rory Connaghan** of... blummin' ecky-thump... Perth in Scotland. Are Scottish adventure players particularly bad or do they just like writing letters? Or maybe they just like ZERO. Could be – so no more Scottish jokes. Rory is playing *Larry II*, and says **"Please tell me how to make the bomb and finish the game. I'm at the top of the volcano, but when I type 'PUT AIRSICK BAG IN REJUVENATOR BOTTLE' the game tells me to try again somewhere else."** Okay, Rory – that little section of the game should be as follows, according to the solution sent in to me by **John R. Barnsley**. First, stand near the centre of the base of the glacier. Either 'SPREAD THE ASHES ON THE GLACIER' or 'SPREAD THE SAND ON THE GLACIER'. Walk NORTH to the top of the volcano. (Note: You can write your name in the glacier if you, erm, well... enter the opening at the lower left corner of the screen until you are completely hidden. Walk NORTH as far as possible, then head EAST. As you walk out you will automatically stop and do your duty! (Too bad Larry only has enough ammo for the first three letters of his name.) Walk straight NORTH past the elevator door, stopping VERY NEAR to the crevice (east of the plume of smoke). 'PUT THE AIRSICK BAG IN THE REJUVENATOR.' (Acts as a fuse.) 'LIGHT THE AIRSICK BAG WITH THE MATCHES'. 'THROW THE REJUVENATOR INTO THE CREVICE'. The elevator will be forced open, so enter the elevator.

Time for the Welshmen to get a look in now. See – ZERO gets read everywhere. **Stuart Dyckhoff** lives at **7 St James Park, Brackla, Bridgend, Mid Glamorgan CF31 2NP**. He wants me to print the full address as he wants to hear from anyone out there with a PC (none of your Amigas or STs, he says) who wants a penpal with interests in *any* adventure stuff. Stuart can also answer questions on most Sierra games if you bung him a stamped addressed envelope. Games like *Police Quest 1, Space Quest I/II/III, King's Quest I/II/III/IV* and *Leisure Suit Larry I/II/III*. Stuart ends his letter by saying **"Dig the def paper, man!!"** Not bad, I must admit, but not as good as my own new special letterheads, complete with scanned piccy of the famous beard! You'll have to bung me an SAE if you want to get a reply on one of these precious and highly-prized art objects. Byeee!

CAMELOT CONQUERED

In the first of a regular series of cut out 'n' keep specials, we present a full solution to *Conquests Of Camelot* from Sierra. It was sent in by an adventurer who claims his name is Tarquin Dinsdale (a likely story). But he does live at 82 West Hill, Apsley Guise, Bedfordshire. 'Tarquin' tells us how to finish the game in 42 easy stages. 42? So it *is* the answer after all...

CONQUESTS OF CAMELOT

In general, you should save the game often and also ask as many questions as possible of the people you meet, as this increases your wisdom points.

1. In the castle, go to your room and collect the armour and purse.
2. Go and see Merlin, and talk to him. The more questions you ask, the more knowledge points you gain. Have a look at the map and read the scroll. Take the lodestone from the chest.
3. Go to the treasury and fill your purse with gold, silver and copper coins.
4. Go to the church and put one gold coin on each of the altars to receive the god's blessings.
5. Return to the treasury to fill your purse again.
6. Go and see the queen. Ask her about Lancelot. Take the rose. Ask her about the rose. Say farewell.
7. Return to Merlin and say farewell.
8. Leave the castle on your horse.
9. Go to the frozen lake and dismount. Walk to the right, then stand by the ice. Say 'Love Is My Shield'. Now follow the rose petals until you reach the ice castle. Save frequently when crossing the ice.
10. Once in the castle, talk to the lady. Do not attempt to attack her. Ask her about freeing Lancelot. She will send you back to the shore of the lake.
11. Travel to the granite tor. Give one copper coin to the spirit.
12. Go left and give one gold coin to the hunter. Take the spear. Save the game here.
13. Go left and kill the three wild pigs by lowering the spear as they come near.
14. On the next screen, take the piece of silk and talk to the crow.
15. When you come to the knight, accept his challenge. Killing shouldn't be too difficult. Move your lance to the bottom or top left at the last moment, and this should dismount him.
16. After killing the first knight, free the other knight from the tree with your sword. Put him on your horse and send him back to Camelot.
17. Give the witch the piece of silk and read the inscription on the stone that she was standing on.
18. Leave the stone circle and walk to one of the five stones. Talk to the stones and they will set you riddles. Once you have answered the riddles, then you will be allowed to pass.
19. Find and kill the monk and then go to the altar.



20. Put five silver coins on the altar. You will then be given a key.
21. Go to the well and open it. Take the crystal heart.
22. Return to the lake and use the heart to guide you across the ice.
23. Give the heart to the lady and ask her to free the knight. You will then have to pass a test. Use the booklet supplied with the game to help you.
24. Now go to Southampton and travel to Gaza. Once there, go with the boy.
25. Ask the old man about the signs of the goddesses. Note down the signs.
26. Go into the desert. Kill the guide. Do not take the guide. Travel west, east, south, east, south, north. Drink the water.
27. Give money to the bandits so that you may pass. Draw your sword and the beggar will run away.
28. Once in the city, sell your donkey to the man outside the shop, after you have been robbed.
29. Find the woman selling apples and buy the most expensive apple.
30. You will now have to make everybody happy.
31. Buy some coal and get the bag of sweet-smelling herbs from the man selling jars. Give them to the fish seller.
32. Buy some lamb from the butcher and give it to the woman selling fellafels. Buy a fellafel for the little beggar boy.
33. Buy a mirror from the man next to the fish seller. Buy some grain from the grain seller. Buy a relic from the antique dealer.
34. Find the beggar and give him the coal. Visit the inn and stay the night. Give the relic to the inn-keeper.
35. Stand outside Mohammed's shop (the man you sold your mule to), and call up to the window. Give the mirror to the woman. Take the scarf to the carpet dealer and give it to him. Go back to Mohammed's shop and catch the birds by throwing the grain on the floor. Go back to the apple seller and talk to her.
36. Go to the big house and knock on the door. Resist all of the things the woman asks you. Use the signs you noted down earlier to pass the test.
37. Leave the house and find the beggar. Get him to open the hidden door in the wall.
38. Find the room in which there are some mummies, one of which has a chain round its neck. Take the chain with the sword.
39. Find the room with the knight in and give him the elixir. Leave and find the room with the tomb in it. Go near to the tomb and take the golden apple.
40. Find the statue and put the golden apple in her hand. Leave the catacombs.
41. Find and kill the saracen. Release the dove and follow it. Push each of the pillars until you find the one with the grail under it.
42. Chase the thief and retrieve the grail. You have now finished the game. STOP

FREE! OCEAN GAME WORTH £29.99!!

Just take out a subscription to ZERO and choose one of these four astounding new games from Ocean COMPLETELY FREE!

ONLY £24.95 TO SUBSCRIBE

Blimey! You get all this when you subscribe to ZERO and all for a measly £24.95:

- Twelve issues of ZERO – the number one multi-format 16-bit games magazine!
- A brand new Ocean release FREE – choose from the four above!
- Cover-mounted disks on every issue featuring fab playable demos!
- A special Sub ZERO newsletter exclusive to Subbers!

Do you realise what a bargain this is – we're practically *giving* you a subscription. If you bought all your copies in the shops it would cost you *at least* £32.40 – and you wouldn't get a FREE GAME. So send off for a subscription NOW!

- If paying by cheque or postal order just fill in the coupon, place it (and your cheque or postal order) in an envelope and return it to: **ZERO Subscription Department, FREEPOST 7, London W1E 4EZ.** Payment from Europe and overseas should be mailed in an envelope to: **ZERO Subscription Department, 14 Rathbone Place, London, W1P 1DE, England.**

ZERO SUBS ORDER FORM

- Please fill in the coupon using BLOCK CAPITALS, ticking all appropriate boxes.

	ONE YEAR	TWO YEARS
UK	☐ £24.95	☐ £40.95
EUROPE & EIRE	☐ £29.95	☐ £50.95
OVERSEAS	☐ £34.95	☐ £60.95

☐ I enclose a cheque/postal order for £ ______________ made payable to Dennis Publishing Ltd.

Please charge my: ☐ Visa ☐ Mastercard

Account No. ________________

Expiry Date ______________ Signature ______________

Credit card orders can be placed by phone on 071 580 8908 between 2.00 – 5.00 every day. (Over 18's only – soz!)

Okay, I've parted with the readies, so bung me the following game:

☐ NARC
☐ TOKI
☐ BILLY THE KID
☐ NAVY SEALS

On this format: ☐ ST ☐ Amiga ☐ PC ☐ 3.5" ☐ 5.25"

STOP PRESS: If paying by credit card you can choose the 'continuous credit' option and save a further £1 off the subscription price. Take advantage of this offer by ticking this box here: ☐

- And here are all my very personal details:

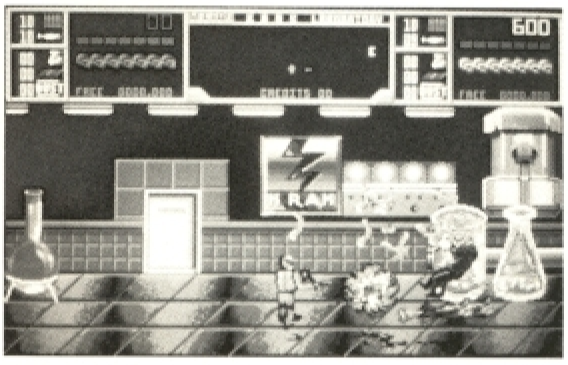
NAME ______________

ADDRESS ______________

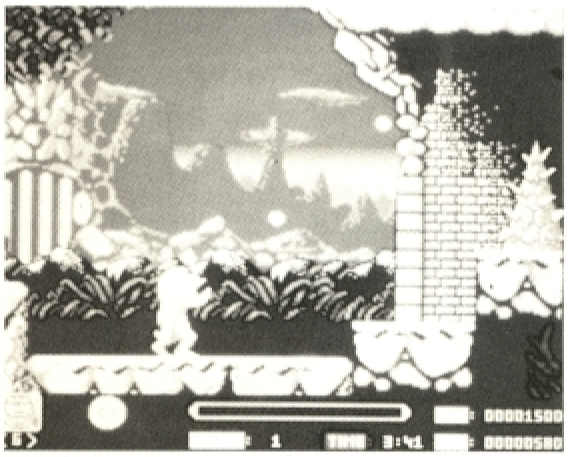
POSTCODE ______________ TEL NO. ______________

NOTE: Your subscription will commence from the next issue, though you may receive your first issue slightly later than when it arrives in the shops. Your FREE game will be sent as soon as the game is ready for release from Ocean Software – please be patient.

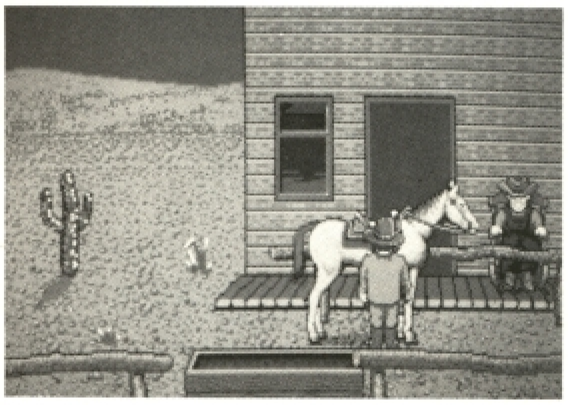
REF: ______________ 587/08



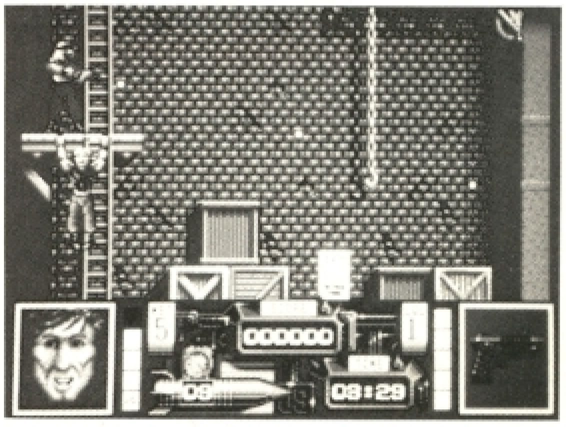
NARC
ST/AMIGA



TOKI
ST/AMIGA



BILLY THE KID
PC



NAVY SEALS
ST/AMIGA

THE WORLD'S MOST POWERFULL FREEZER-UTILITY CARTRIDGE

IS NOW EVEN BETTER

AMIGA ACTION REPLAY MK II IS HERE!!



A2000 VERSION AVAILABLE **£69.99**

PLEASE STATE WHICH COMPUTER YOU HAVE WHEN ORDERING

STILL ONLY **£59.99** FOR THE A500/1000

AMIGA ACTION REPLAY SIMPLY PLUGS INTO THE EXPANSION PORT OF YOUR AMIGA AND GIVES YOU THE POWER TO FREEZE MOST ANY PROGRAM, THEN YOU CAN.....

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

- **SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK**
Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 2 Megs of Ram - even 1 Meg Chip Mem (Fatter Agnus).
- **UNIQUE INFINITE LIFE/TRAINER MODE - NOW MORE POWERFUL**
Allows you to generate more and even infinite lives, fuel, ammo, etc. Perfect as a trainer mode to get you past that "impossible" level. Very easy to use.
- **IMPROVED SPRITE EDITOR**
The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. RANGE OF IMPROVED FEATURES.
- **VIRUS DETECTION**
Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.
- **SAVE PICTURES AND MUSIC TO DISK**
Pictures and sound samples can be saved to disk. Files are saved directly IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.
- **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!
- **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.
- **FULL STATUS REPORTING**
At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.
- **POWERFUL PICTURE EDITOR**
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!
- **MUSIC SOUND TRACKER**
With Sound Tracker you can find the complete music in programs , demos,etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!
- **AUTOFIRE MANAGER**
From the Action Replay II preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!
- **DISKCODER**
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.
- **PREFERENCES**
Action Replay II now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.
- **DISK MONITOR**
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.
- **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.
- **DISK COPY**
Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.
- **BOOT SELECTOR**
Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-

● Full M68000 Assembler/Disassembler ● Full screen editor ● Load/Save block ● Write String to memory ● Jump to specific address ● Show Ram as text ● Show frozen picture ● Play resident sample ● Show and edit all CPU registers and flag ● Calculator ● Help command ● Full search feature ● Unique Custon Chip Editor allows you to see and modify all chip registers - even write only registers ● Notepad ● Disk handling - show actual track, Disk Sync, pattern etc. ● Dynamic Breakpoint handling ● Show memory as HEX, ASCII, Assembler, Decimal ● Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones nor authorises the use of it's products for the reproduction of copyright material.
The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given.
It is illegal to make copies, even for your own use, of copyright material, without the express permission of the copyright owner, or the licencee thereof.

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

Access **DATEL ELECTRONICS LTD.** VISA

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.
FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATEL Electronics Limited

AAR 3



STRIKE IT LUCKY!

WIN

A COMPLETE BASEBALL KIT! A HAUL OF BATS, BALLS AND CAPS!

ALL KINDLY DONATED BY DOMARK!



Summer's here, the football season is over and it's time to indulge in carefree sports like er... baseball, actually. But you know what it's like with these strange American team games – there's always the rather pressing problem of what to wear. Yes okay, you can always resort to cut-down jeans and a smelly old T-shirt, but if you want your opponents to take you seriously, you really should try a bit harder. So you scour your wardrobe and find a well-worn Charlie Brown sweatshirt. Nah, let's face it – you simply haven't got a stitch to wear. And that's where those generous bods at Domark come in, 'cos they're celebrating the launch of their fab new baseball game *RBI Two*, reviewed on page 52. Being well-versed in the pitch credibility stakes, they're offering you the opportunity to win this unique outfit that's guaranteed to startle and impress your friends (and pull those chicks on the sidelines). The highly exclusive baseball jacket and cap have been specially designed for Domark and both sport the rather becoming *RBI Two* logo. So not only will you look and feel great, but you'll know for cert that no-one else will be wearing the same outfit! The winner's haul also includes a nifty bat, ball and pitcher's mitt – all guaranteed to enhance your playing skills. Oh, and let's not forget the runners-up who'll be bemoaning their lack of jacket. Five of the lucky devils will be able to take out their aggression with a bat, ball and cap. So if you fancy yourself as a budding Babe Ruth, enter this compo and you could be the coolest dude on the pitcher's mound this summer!

PLAY TO WIN

In order to win any of these stupendous prizes, you'll have to answer a few cryptic questions. All you have to do is link the words provided with the phrases below, pick up the phone, dial (0898) 299250 and give the number of each question, followed by the letter of the answer you think is correct (e.g. 1– B, 2– D and so on). And here they are...

RULES

- **Employees of Domark and Dennis publishing caught entering will be severely batted around the head.**
- **Any entries phoned through after 31st July 1991 will be re-directed to the US of A.**
- **The Ed wears Converse All-Stars, so his decision is final.**

1	**Someone of extremely low moral fibre could be described as this.**	A	**Ball**
2	**Aled Jones possesses a rather unique one of these. (*Thank God! Ed.*)**	B	**Bat**
3	**Babies in particular have an irritating tendency to do this.**	C	**Base**
4	**Mary Whitehouse is a good example of an ageing one of these.**	D	**Pitch**

HANGING ON THE TELEPHONE

Here are a few quick words of advice from the referee to ensure you don't 'strike out' when you're entering this competition...

1. If you're not the billpayer, make sure you have permission before using the telephone. Calls are charged at 34p cheap rate and 45p at all other times.
2. Make sure you dial the right number. If someone asks you how big your bat is, hang up immediately.
3. Remember to give your name and address. Oh, and the answers of course.



☎ (0898)299250

LAUNCHPAD ZERO

CONTACT SIMON WHITCOMBE ON 071-631 1433

CHATLINES

Mega HOTTEST Computer Lines

RING THEM NOW!

TONY TAKOUSHI CONSOLE LINE News gossip tips & tricks	**0898 299 390**
NEWS TRICKS & TIPS, For the Amiga Get the ultimate out of your Amiga	**0898 299 385**
AMIGA GAMESTIPS Extend your gamesplay	**0898 299 386**
ST GAMESTIPS Inside info on the hottest releases	**0898 299 387**
MEGATIP GAMESLINE The hottest games secrets	**0898 299 388**
CONSOLE GAMESTIPS The best games secrets	**0898 299 391**
SAM COUPÉ HOT LINE Featuring Alan Miles & Bruce Gordon	**0898 299 380**
MEL CROUCHER COMPUTER FUN LINE 3 mins of mind blowing entertainment	**0898 299 399**
ALL FORMATS COMPUTER FAIRS Newsline	**0898 299 389**

NEW MESSAGES EVERY WEEK!

PROPRIETOR B. EVERISS P.O. BOX 71 [illegible]

CALLS CHARGED AT 34p PER MIN CHEAP RATE & 45p AT ALL OTHER TIMES

SOFTWARE

MUTANT SOFTWARE

UNIT 4, 15, BENNETT RD,
READING,
BERKSHIRE
RG2 0FX
(MAIL ORDER ONLY)

PHONE 0734 756121 — PHONE 0734 756121

PHONE OR SEND CHEQUES/P ORDERS FOR TH E VERY BEST IN HOME ENTERTAINMENT.WE STOCK AMIGA, ATARI & A GREAT RANGE OF IBM PC GAMES FOR THE HOME.

WE OFFER YOU A SERVICE SECOND TO NONE, FIRST CLASS DELIVERY, GREAT ADVICE, DEFINATE DATES FOR RELEASES, 24HR DELIVERY IF IN STOCK, & MOST OF ALL, COMPETIVE PRICES.

WE ALSO STOCK HARDWARE & PERIPHERALS FOR MOST MACHINES.

	AMIGA	ATARI
PANZA BOXING	16.99	16.99
PGA TOUR GOLF	16.99	16.99
U.M.S.2	19.99	19.99
POWERMONGER	19.99	19.99
SWIV	16.99	16.99
SUPERCARS 2	16.99	16.99
GODS	16.99	16.99
PRO TENNIS 2	16.99	16.99
SPEEDBALL 2	16.99	16.99
A.D.S.	16.99	16.99

	IBM/PC
ROAD & CAR	9.99
PGA TOUR GOLF	16.99
U.M.S.2	24.99
TACON 2	29.99
LINKS	29.99
4D BOXING	19.99
FLIGHT SIM 4	34.99
SIM EARTH	27.99
TEST DRIVE 3	19.99
SILENT SER 2	24.99

THESE ARE JUST A FEW OF THE TITLES IN STOCK WITH US. WE DO NOT WANT TO WASTE YOUR TIME LOOKING AT HUNDREDS OF GAMES THAT YOU CANNOT MAKE UP YOUR MIND ABOUT, SO WE LISTED A FEW, JUST TO WET YOUR APPETITE. (PLEASE RING FOR AVAILABILITY).

WE ALSO TAKE ACCESS/VISA AT NO EXTRA COST TO YOU.
PLEASE PLEASE PLEASE GIVE US A CALL.
(MUTANTS GET LONELY SOMETIMES).

CONSOLES

TELEGAMES

Europe's Largest Stock of Video Games & Cartridges for:

PC SUPERGRAFX — SNK NEO-GEO — ATARI LYNX COLOUR HANDHELD — COLECOVISION™ — ATARI 2600 and 7800 — SEGA — INTELLIVISION — SEGA GAME GEAR — NINTENDO FAMICOM — PC HANDHELD GT — NINTENDO GAMEBOY — PC Engine — Nintendo — SEGA MEGA DRIVE

The leading Video game specialists. Send for lists (state make of game)

LYNX — THE ULTIMATE CHESS CHALLENGE — AVAILABLE NOW

TELEGAMES, WIGSTON, LEICESTER LE8 1TE
(0533) 880445/813606

CHATLINES

WIN A GAMEBOY

10 GAMEBOYS TO BE WON

CALL OUR QUIZ ON

0898 805 508

Remember, these calls costs 34p per minute, cheap rate and 45p per minute at all other times inc. VAT. Average call lasts 3 minutes. Please ask the person who pays the phone bill before calling.
BCM Box 5374, London WC1N 3XX.

g3

MATRIX SOFWARE CLUB

"MARTIX MEMBERS MAKE YOU AS SICK AS A PARROT!"

"They get to choose any titles they like from the Matrix stock renge of hundreds of tested and guaranteed original used software titles for Atari St, Amiga, IBM/PC (3 1/2" disks only) and Sega Mastersystem. Including, I might add, the most popular classics , latest releases and serious stuff. All with the Matrix guarantee to buy them back. So they never have to keep any if they don't want to."

"There must be a catch"

"But wait a minute! Matrix have been around since 1981 and have over 2 1/2 thousand registered members who not only enjoy the unique buy back scheme, but a members review panel, monthly newsletter, big discounts on brand new software and hardware, free draws and competitions for major prizes and one of the fastest services offered by anyone, anywhere. They can't all be wrong can they."

Unless you want to be as sick as a parrot, send for our membership information pack enclosing a large S.A.E. and stating your machine to the address below. And while your at it why not go for our £100 cashline competition?

Win £100 cash each month

Our cashline competition is open to everyone. To enter simply telephone the Matrix Cashline on 0836 403807* and listen. You will need a pen and paper.

Matrix Leisure Services, Dept Z8, Unit 4, Mill Studio Business Centre, Crane Mead, Ware, Herts, SG12 9PY.
Tel: 0920 444224 — **NEW SHOWROOM NOW OPEN.**

* Cashline calls cost 34p/min cheap, 45p/min other times (ask the phone owner)

MATRIX - WORKING FOR MEMBERS

ZERO LAUNCHPAD

CONTACT SIMON WHITCOMBE ON 071-631 1433

CHATLINES

WANTED



USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER

DEAD OR ALIVE

CASH PRIZES

0898 31 35 92

INFODIAL POBox 36 LS1 4TN Call charges 34p Per Min Cheap 45p Per Min All Other Times

USE YOUR WITS TO BEAT THE COMPUTER



The fastest & most exciting trivia game on your phone!

call now

0839 44 22 63

5p per 9 secs cheap rate 7 secs other times
Questel PO Box 3000 London N20 NRB

WIN £100 and a CD

NAUGHTY TRIVIA QUIZ
0839 03 03 43

ROCK TRIVIA QUIZ
0839 03 03 41

FOOTBALLTRIVIA QUIZ
0839 03 03 42

5p per 9 secs cheap rate 7 secs other times
Questel PO Box 3000 London N20 NRB

CHATLINES

DIAL-A-CHEAT-LINE

GUIDING LIGHT

for cheats, tips, pokes and secrets on all computer and console games, ring now on

0898 10 1234

Messages updated weekly

Live computer helpline:

0898 338 933

7 days a week 12 noon to midnight

PRIZES FOR BEST CHEATS, TIPS, ETC.
Send to: PO Box 54, Southwest Manchester M15 4LY
Proprietor: Jacqueline Wright.

Please ask permission of the person who pays the bill, calls charged at 33p per minute 'cheap rate' and 44p per minute at all other times

DISKS

DISKS DISKS DISKS DISKS DISKS DISKS DISKS

SPECIAL OFFER DISKS PLUS BOX

10 3 1/2" DS/DD disks PLUS library case	£4.50
10 3 1/2" DS/HD disks PLUS library case	£8.50
10 5 1/4" DS/DD disks PLUS library case	£3.00
10 5 1/4" DS/HD disks PLUS library case	£4.50

3 1/2"

QUANTITY	10	25	50	100
DS/DD DISKS	.38	.37	.35	.33
DS/DD SONY (unbranded)	.40 each			

ALL THE ABOVE DISKS COME WITH LABELS

5 1/4"

QUANTITY	10	25	50	100
DS/DD	.26	.25	.24	.23
DS/HD 1.6 mb	.45	.44	.43	.42

ALL THE ABOVE DISKS COME WITH LABELS WRITE PROTECTS AND SLEEVES

LOCKABLE STORAGE BOXES
3 1/2" 40 capacity £4.50 each
3 1/2" 80 capacity £5.50 each
3 1/2" 100 capacity £6.25 each
3 1/2" 120 capacity £6.50 each

5 1/4" 50 capacity £4.50 each
5 1/4" 100 capacity £5.75 each

EXTRA LABELS
3 1/2" or 5 1/4"
100 labels............................£1.50
1000 labels..........................£8.50

LIBRARY CASES
31/2" 10 capacity £1.05 each
51/4" 10 capacity £1.05 each

BANX BOXES
Stackable, lockable disk storage, can be locked together vertically or horizontally. Holds 70 disks
One box.................................£9.00
2 or more boxes.....................£8.00 each

MOUSE MAT.......................£2.00
MOUSE POCKET................£1.50

CLEANING KITS
31/2" & 51/4" disk & fluid.....£1.95 each

WE OFFER A NO QUIBBLE REPLACEMENT OR MONEY BACK GUARANTEE

MV

Media VALUE
Zero 08/91
Units 15-17,
Windsor Business Centre,
Vansittart Estate,
Windsor,
Berks SL4 1SE

☎ (0753) 833555
FAX (0753) 832394
CREDIT CARD

QUANTITY	DESCRIPTION	PRICE	TOTAL

ALL PRICES INCLUDE VAT — POSTAGE & PACKAGING — TOTAL

I enclose a Cheque/PO for..
Credit Card No:..
Expiry Date:................. Signature..

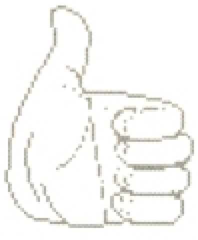
Name:..
Address:..
....
....
Post Code:......................Telephone:..........................

Postage and Packing...............£2.75
Next Day Delivery (UK only)..................£10.00
E. & O. E.

TELEPHONE: (0753) 833555

Prices are subject to change without notice

yikes!
THE READERS' PAGES



HOW TO DO THINGS VERY EXCELLENTLY INDEED

EDITED BY DAVE EXCELLENT

Send all your old crap to Yikes! ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE – there might even be a rather super free 'gift' in it for you (if we feel like it).

HIGHEST JOYSTICK IN THE WORLD



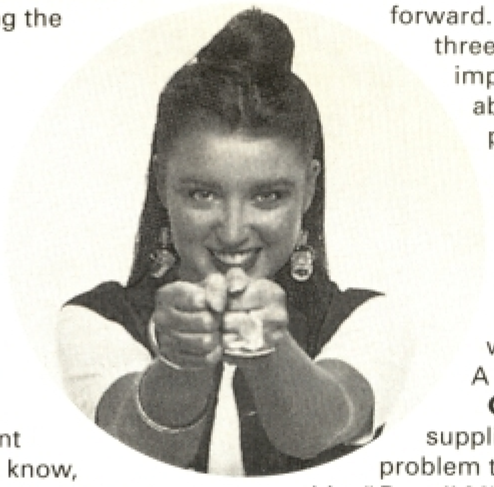
This category has now been cancelled due to the growing uselessness of your entries. (For the benefit of new readers we've had a photo of a joystick in Concorde and a photo of a joystick about half way up Mount Everest.) However, photos of 'Joysticks In Unusual Places' (and we stress UNUSUAL PLACES – not just shoved down your underpants) are still welcome. But for those of you who prefer to be told what to do (*and who obviously have a death wish. Ed.*) we're offering TWO software packages of your choice for the first photo of a joystick in the middle of a rhino enclosure*. (London Zoo's out though, as they've probably killed all their rhinos by now.)



Here's a photo to show how useless things have been getting. This pathetic effort is entitled "The Largest Amount Of Joysticks On One Chair". To save any undue embarrassment, we won't name the contributor.

***ZERO accepts no responsibility for loss of life or limb. But if you are brave (or stupid) enough to risk it, make sure (a) the photo isn't all blurred and (b) you can clearly see both the stick and the beast. Good luck!**

Hi, Dave Excellent here – ZERO's resident expert on... well, every single thing in the world, as it happens. "Excellent by name and excellent by nature," as I always say. Sorry I was away last month by the way, but 'Red' Adair needed a bit of a hand extinguishing the oil-fires in Kuwait. Needless to say, I supplied him with the only answer – which is to detonate three incredibly powerful atomic bombs over the epicentre of the troubled area. He's now waiting for permission to go ahead from President Bush. But as you all know, these so-called 'high level decisions' take time – so don't expect to hear about it on the news for a good few months yet. Anyhow, since my return I've been going through the pile of 'Problems Dave Excellent Couldn't Solve' you've sent in, but some of them were so ludicrously simple I made extremely excellent paper planes out of them and threw them out of the window. However, there were three left over so here goes...



First of all, **Anthony Spicer** of **London** asks *"What if you're late for your end of school exams and are not allowed to repeat them, which results in no job, no cash and ultimately homelessness, depression and a slow and undignified slide into oblivion?"*

Call that a problem? It's all so obvious! There are so many answers I don't know which to plump for. Let's go for the first two that spring to mind...

(1) Build a time machine (I can supply construction details for you) and return to the chronological point just before the problem arose. However, even if you do (did) sit them, there's still the chance you'd fail them, which leads us onto...

(2) Get a job on TV AM – you don't need any qualifications for this, you just need to be able to get up early in the morning and talk a lot of old nonsense. (And failing that, you could join the police force – they're constantly crying out for new recruits.)

Secondly, we have a problem from **Peter Cook** of **Essex**, who suggests I try to *"Give birth to triplets, breast feed them all at once whilst changing nappies – and be happy about it"*.

A strange problem, but once again the answer is perfectly straightforward. First of all, I'd have three fertilised eggs implanted in my lower abdomen, allow them to propagate for nine months, have the babies removed by caesarian section and then hire a triple-breasted wet-nurse to do the feeding and nappy-changing while I go to the pub.

A piece of cake!

Chris Gedet of **Essex** supplied this month's trickiest problem to deal with, which was this: *"Dannii Minogue"*.



I've given it a great deal of thought and have come up with the only answer, which is let the problem take care of itself. It will – no doubt about it. There isn't enough room in the pop charts for both Minogue sisters you see, so one of them will have to 'disappear'. Very soon in fact – and the smart money lies on Dannii. (Or they might even 'cancel one another out', which would be even more excellent.)

Right. That's your ZERO problems dealt with for this month, which is just as well as I've got to sort out the world recession and come up with an alternative to 'money'. (It'll only take a few telephone calls.) Oh, and if you think you've got a problem that'll stump me, don't hesitate to drop me a line and I'll be more than willing to give it a go.

I don't think that Dave's quite as excellent as he thinks he is. Here's my problem for him to solve...

____

____

____

NAME: ______________________

ADDRESS: ______________________

____

ALL THE HITS AND MORE

The Alan P. Thorpe Show
(The DJ who's so crap he's ended up in court even though he's hardly done anything wrong...)

The story so far... Last month Alan was pulled over by the cops while he was bringing us his 'roadshow' (from his dodgy Vauxhall Chevette). They got him on several motoring offences but since then they've decided to 'add' loads more charges: taking and driving away, behaviour likely to cause a breach of the peace, assaulting a police officer and resisting arrest, to name but four. The court hearing is underway, with Alan in charge of his own defence.

Judge: Hold the book in your right hand and read what's on the card.
Alan: My name is Alan P. Thorpe. Yo! And I promise to tell the whole truth and nothing but the truth! Mental!
Judge: Ahem. Alan P. Thorpe. You are aware of the charges laid against you. How do you plead?
Alan: Guilty. Chill!
Judge: Then due to the gravity of the offences, I have no alternative than to sentence you to two years imprisonment. Take the prisoner away!
Alan: Yo????
Judge: I beg your pardon?
Alan: What's going down? I don't rave to that groove.
Judge: What's "going down" as you put it Mr Thorpe, is that you have pleaded guilty to the crimes alleged against you. You will now be jailed – whether it's a "groove you rave to" or not.
Alan: But I haven't done anything...
Judge: You pleaded guilty to a list of heinous crimes. Two years imprisonment, and count yourself lucky!
Alan: Hold your horses... I'm the master of slice. You've got me on not having road tax and MoT, but I didn't do any of that other stuff...
Judge: Mr. Thorpe, you've already admitted that you did.
Alan: Yo! But that was my brief – he said that if I pleaded guilty, you'd let me off. He didn't mention going to jail.
Judge: Are you saying that you want to change your plea then?
Alan! Too right I am. I'm the slicemaster! I don't take any rap from anyone (unless it's *Party Atmosphere* by De La Soul!).
Judge: And you now claim you're not guilty of the charges against you?
Alan: Well, most of them... yes.
Judge: Forgive me if I'm being obtuse, Mr Thorpe, but am I to take it you're inferring that the police are lying?
Alan: Yes.
Judge: And that the statement you signed is fabricated?
Alan: Eh? What statement?
Judge: This statement...
Alan: Oh... that? I just thought the police wanted my autograph!
Judge: In that case, as well as the two years I originally sentenced you to, I'm adding another for conceit, two for wasting everybody's time and a further three for being totally useless. That makes six years in total. Take him away.
Alan: But... but...
(sound of a crap DJ being dragged out of the courtroom by several large, burly ushers).
(Put on Hooray, That's The Last We'll Be Hearing From Alan P. Thorpe For Quite A While *by Betty Boo. Ed.)*





CLAIMS TO FAME

Again, you've all been really crap recently. Time was when we could open the mail and, near enough every day, be sure of at least one photo of Jimmy Saville or Duncan Goodhew. (*Or Alison Holloway. Ed.*) Maybe the problem is that you're a new reader and don't quite understand what's required – or maybe you're just a really thick reader who can't work out how to get captured on film with a celebrity. For the benefit of all, here's a brief reminder of the requirements and some tips on how to fulfil them...

THE REQUIREMENTS

A photograph of YOU standing next to a 'famous person' (or having sex with a famous person – even better). Whatever. But as long as you and the 'celeb' are in close proximity to one another, we'll be happy and you'll be in print. As for the type of celebrity – we don't care. From game-show host to politician, from newsreader to sporting personality. The world's your oyster, basically. (Except for Anne Diamond – she doesn't count.)

SOME TIPS ON WHAT TO DO

You may already have the photo we want in your album, so no problem. If you don't though, here's a simple step-by-step guide on how to get it.

1 Travel with a friend, a carrier bag and a camera to your nearest TV studio.
2 Hang around outside the right entrance for ages and ages. (*And ages and age and ages, probably. Ed.*)
3 Spot a personality and 'home in', pretending that you're just a pair of slightly-annoying autograph hunters out to fill your books.
4 Get the friend to whip the camera out of the carrier bag as you clamp hold of the personality. (It's a good idea to have a 'silly prop' as well – an inflatable banana or something like that will suffice.)
5 Get as many shots in as possible before the celebrity manages to give you the slip.
6 Get the film printed at your local photo shop.
7 Get slightly annoyed when none of the pictures come out.
8 Go back to 1.



GIVE OR TAKE

This month we've had Bloggo trying to take over the page – he wanted to fill it with ads for red satin ladies' corsets! So we told him straight: "Naff off!"He loomed upon us threatening a left hook, so we explained: "This page is to enable our readers to buy hardware, swop games or find a penpal. Any business selling is strictly forbidden – you'll have to sell your ladies' undies in *Launchpad*." So he used his right hook instead!

HARDWARE

● C64 for sale, 100 games included in price – manual and all, with games like *New Zealand Story* etc. Phone after 7pm. (0788) 811624 or write to Mustafa, 4 Southbrook Road, Rugby, Warwickshire CV22 5NS.

● Atari 520 STFM. Excellent condition, boxed as new. Extras include two joysticks, demo disks and over £400 worth of software. Altogether worth £700 approx, accept £250 ono. Phone Darren Wheeldon on (0325) 460743 anytime.

● Sega Mega Drive plus *Mickey Mouse* and *Alex Kidd*. Also with Master System converter and Japanese game converter. All boxed, new and unused presents. Phone Robert on (041) 557 1340 any time.

● Amiga, 2 Meg RAM, 2 joysticks, over 30 games, all leads and manuals, only 12 months old. Sorry, no mouse. £350. Phone James Godfrey (0206) 382359 after 5pm.

● Atari 520 STFM, internal and external double-sided drives, all boxed with leads and manuals. Over £600 original software, sell for £275 ono. Phone Ian Cottrell on (0742) 660322.

● Fast sale wanted for Brother M-1109 9-pin dot matrix printer in full working order. £80 ono (including postage). Sorry – no manual! Best price seals! Phone Andrew Scott on (0353) 720201 evenings.

● Spectrum +3 £200, Multiface 3, tape leads, blank disks, games tapes and disks, lightgun, joystick, manual. Phone Paul Gibbon on (0753) 25314.

● Atari 520 STFM, mouse, joystick, £1000's of games plus many, many demos. Will sell for £250. Phone Bob Hopkins in Farnborough, Kent on (06898) 55970.

● Atari 520 ST, mouse, mat, two joysticks, over 70 games. Reluctant sale due to recent acquisition of girlfriend and car. Any reasonable offer accepted. Call Andrew Holland On (0276) 26036 after 6 pm.

● Atari ST for £180 with five games of your choice from my collection, plus extras. Good condition. Phone either (0243) 605529 or (0243) 575288 – ask for Quentin.

● Nintendo Entertainent System plus games for sale. NES Advantage joystick, 2 joypads, robot, zapper gun. Open to offers. Phone James Townsend on (081) 943-0368.

BOOK YOUR FREE AD HERE

If you'd like to advertise in *Give Or Take*, please fill in the coupon below in BLOCK CAPITALS and send it to **Give Or Take, ZERO, 14 Rathbone Place, London W1P 1DE.** Don't forget to enclose your address and phone number and *remember* to mark the envelope with the appropriate section if you want your ad printed. We can't accept any software sales and private advertisers will have to advertise in the Classifieds section.

● Please include my advert (which is no more than 30 words) under the following heading:
HARDWARE ◯ **SOFTWARE** ◯ **PEN PALS** ◯ **LONELY HEARTS** ◯
WANTED ◯ **FANZINES** ◯ **MESSAGES AND EVENTS** ◯
BIRTHS, DEATHS, MARRIAGES AND DIVORCES ◯

Name ____________________

Address ____________________

Post Code ____________________

If you don't want to dissect your spanking new copy of **ZERO**, it's simple – use a photocopy.
WARNING: ZERO cannot guarantee to place every ad received. **ZERO 22**

SOFTWARE

● ST games – contacts wanted to swop games, demos etc. 100% reply. Send lists/disks to Graham Cruickshanks, Rattra Farm, Borgue, Kirkcudbright, Scotland DGG 4UA.

● Swop your PC *Afterburner* for any two of my games. Phone (0268) 413145 and ask for Mike. Hurry!

● Swop *Slayer, Battle Valley, Batman The Movie, Jump Jet* and *Flight Path 737* on Amiga for *Kennedy Approach* or *Jet* or *F52 Scenery* disks. Phone Sean Simpson on (0203) 303850.

● Amiga originals for swops: *Murder, Colditz, King's Quest IV, Team Yankee, F-29, Xenomorph, Corporation, Castle Master* and *Tenglen Triology, Blue Max*. Offers to Chris Hunt, 56 Reedsway, Stowuplawd, Stowmarket, Suffolk IP14 4BP.

● Swop *Hisoft C* and *C Breeze* for *Deupac 2*. Also swop Amstrad PC15 12DD for ST hard disk. Also games for an RSC Editor. Phone Peter Hobson on (0484) 865020.

● Amiga games to swop: *Gettysburg, Supremacy, The Pawn, Nightbreed, Robocop, Rogue Trooper* plus others. Contact Stuart Wallis on (0705) 252513. Will swop for almost anything.

● Amiga swops. *Obitus, Awesome, Elvira, Beast 1 and 2, Unreal, Tusker, Computer Hits 2, Styxx, Hollywood Collection, Back To The Future 2* and many more. All original and Virus free! Write to S. Edwards, 30 Gade Tower, Hemel Hempstead, Herts HP3 8AE.

● Amiga contacts wanted for swops. Beginners more than welcome!!! Send lists – 100 per cent reply guaranteed. Please write to: Flemming Dupont, Vesterkant 3, 7100 Vejle, Denmark.

PENPALS

● Any Atari ST contacts want to swop demos, hints, tips etc. Write to Michael Beards for a 100% reply. Send lists to 3 Tai-Isaf Gibraltar Lane, Barmouth, Gwynedd, North Wales LL42 1PH.

● Amiga contacts wanted. 100% reply. Send disks or lists to Ian, 101 William Street, Long Gaton, Notts, NG10 4GB. Telephone (0602) 724418 anytime. Girl penpals welcome.

● Wanted Amiga friends all over the world. 110 per cent reply. Write to Juan Martin Gril, Av. Pueyrredon 923 12A. Capital Federal, Buenos Aires, Argentina.

● Amiga contacts wanted to swop games, 100 per cent reply guaranteed. Send lists or disks to Robin Wallace, Curraghmore, Borrisokane, Tipperary, Ireland. I am 100% reliable, so write soon!

● Amiga contacts wanted to swop both games and demos. 100 per cent reply. Send either a list or disk to Paul Fyffe, 31 Archill Road, Newtownsteward, Co. Tyrone, Northern Ireland BT78 4JJ.

● Got an ST? Want to swop demos etc? If so, then send disks/lists to: Daniel Waite, Boo Gethin, Penmachno, Gwynedd, LL24 OPS.

● ST contacts wanted to swop games, tips and hints etc. Write to: James Campbell, Rowans, Osmington, Weymouth, Dorset DT3 6EE or phone James on (0305) 834727.

● Reliable Amiga contacts wanted to swop all types of software. 100% reply. Send lists/disks to: Ian Warton, 9 Ladbroke Close, Woodley, Reading, Berks, England RG5 4DX.

● Over-worked lemming seeks similar animal from an endangered species for bridge-building, parachuting, climbing and mutual self-combustion.

● Amiga freaks! Contacts wanted to swop games, demos and other stuff concerning Amigas. 100% reply guaranteed. Send lists or disks to: T.E., H-7236, SOGNSVN. 85, 0858 Oslo 8, Norway.

● Amiga contacts wanted. Latest stuff only. Send lists or disks to John Crawford, 15 Glendhu Manor, Belfast, Northern Ireland, United Kingdom Bt4 2RJ.

● Mac of Trantor UK wants Amiga contacts. Send disks/lists to Mac, 30 Seabrook road, Sheffield S22RZ. Must be fast and not lame. See ya.

LONELY HEARTS

● Are you aged between 13-14? Do you own an Amiga? Do you want to be my friend or more? Write to: Chris Laughton, Near Lewes, Sussex BN8 6DA.

WANTED

● Artist needed to help with forthcoming ST games. Send examples of work to: Daniel Mellor, 75 Blackpool Old Road, Poulton, Lancs or phone (0253) 890360. Every letter answered.

● F-19 Stealth Fighter wanted for Amiga. Will swop *Hammer Fist, Ghostbusters 2* or *Demons And Drivers*. Contact Paul Barber on (0782) 314821.

● Amiga owners wanted to help start a PD User Group. Phone Sean Kehoe on (081) 290-6592 after 6pm.

FANZINES

● Got a games console? Then send a large sae to: Onn Lee, 125 Arnold Road, Bestwood, Nottingham NG5 5HR. For free sample magazine packed with news, reviews, tips, trivia etc.

MESSAGES AND EVENTS

● Gardiner, G.S.D. Welcome to Europe! Here is one year's subscription to ZERO! Have fun with your Atari. I'll join you soon in our new home in France. Hooray!!! Love Jutta.

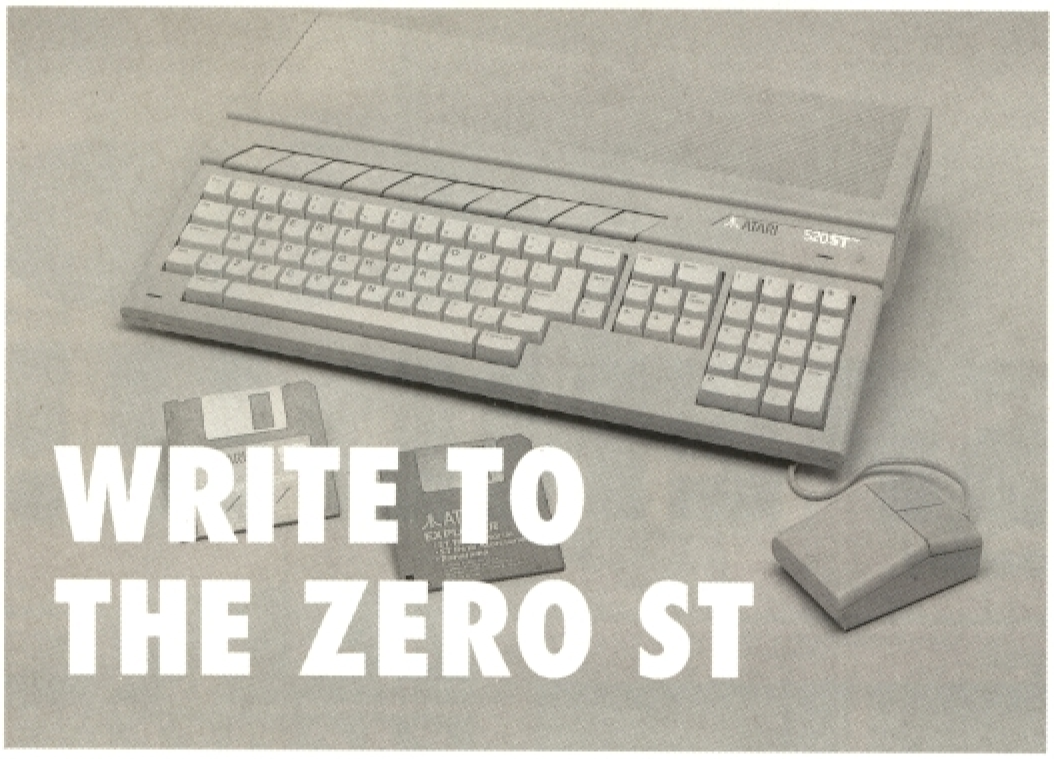
● A big hello to my best pal Scott Meldrum, who now lives in England. Hope you have finished *Lemmings*. From your best pal who misses you. Alli Malcom fae alloa.

BIRTHS, MARRIAGES, DEATHS AND DIVORCES

● I would like to announce the birth of William Holt's brain. His 15 year old body today uttered the words: "Get a bloody video, Tim." From Big Tom.

STOP

Editor: David Wilson; **Art Editor:** Catherine Higgs; **Deputy Editor:** Amaya Lopez; **Production Editor:** Mark Holmes; **Staff Writer:** Paul Lakin; **Designer:** Rebecca Gillard; **Adventures:** Mike Gerrard; **Console Action:** Jane Goldman; **Contributors:** Sue Jones, Duncan MacDonald, Jon North; **Assistant Ad Manager:** Simon Whitcombe; **Classified Sales Executive:** Neelam Trehan; **Group Classified Ad Manager:** Cheryl Hamer; **Ad Production Manager:** Alyson McKay; **Advertisement Director:** Alistair Ramsay; **Publisher:** Teresa Maughan; **Production Manager:** Judith Middleton; **Newstrade Circulation Manager:** Sean Farmer; **Marketing Services Manager:** Jane Meadows; **Subscriptions Manager:** June Smith; **Managing Director:** Colin Crawford; **Chairman:** Felix Dennis; **Published by:** Dennis Publishing Ltd., 14 Rathbone Place, London W1P 1DE; **Telephone:** 071-631 1433; **Fax:** 071-436 7924; **Imagesetting:** Cymbol Ltd, 15 Newman Passage, London W1; **Repro:** Graphic Ideas, London; **Printed by:** Riverside Press, St Ives PLC, Gillingham, Kent; **Distribution:** Seymour, 1270 London Road, Norbury, London Tel: 081 679 1899. All material in ZERO © 1991 Felden Productions, and may not be reproduced in full, or part, without prior permission in writing from the publishers. ZERO is a monthly publication and it's Britain's best-selling 16-bit multi-format magazine and it's bloody brilliant!



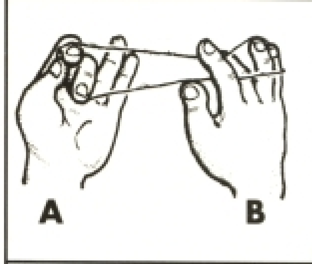
WRITE TO THE ZERO ST

The ZERO ST's artificial intelligence program is in trouble. It's got a severe virus which none of our 'doctor disks' can eradicate. So if things start to get a bit erratic, don't blame us – blame the hackers of this world.

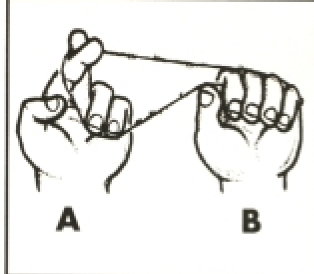
Dear ZERO ST,
Look, you little piece of chunder, why the hell do you finish all your replies with 'thank you'? Most of the people who write in are either taking the piss or just want to get their letters in ZERO so they can show off to their friends – yet you continually say 'thank you' after each letter.
Stephen Headland, Scunthorpe, Humberside.
● *Enchanted, I am sure. And I don't mean that lightly. I am indeed honoured to make your aquaintance. And I am in your debt. Maybe some day, in some way, I can repay your kindness. I see in my database that this "piss" you speak of consists of bodily waste fluids – but I have none to give, so I am afraid anyone who has attempted to obtain such a specimen will have been severely disappointed. Hello. Finland is a cold place, especially in winter. This, I think, is 'a joke'. I am funny. Ha, ha, ha.* **The ZERO ST.**

Dear ZERO ST,
I wonder if you could please answer these questions before my cortex explodes making life processes impossible.
(1) Does the UK Lynx have the same abilities as the US Lynx (i.e. can they use the same carts?)
(2) Do the words 'computer virus' mean anything to you?
(3) Why don't you write 'ha ha' after every sentence. It would show that you do have feelings.
Raymond Ko, Haywards Heath, Sussex.
● *Hello, Gordon. I will answer your questions in reverse order:*
(7) If Vincent Van Gogh had been alive today he wouldn't have had to keep borrowing money off his brother, Theo.
(8) Carts? Never put a lame horse before a cart unless you have first led him to water and bolted the stable door. An 'idiom', as I believe this to be called, expresses an idea – if used in the right context.
(4) Who has stolen my cake? (That was another joke.) Did you know that the original Australian Aborigine had no word for stapler? In the English-speaking world there is no word for... how do I explain, as there is no word to convey its meaning. How about that for a joke. Ha, ha, ha. Hello, International Rescue? Ha, ha, ha! **The ZERO ST.**
(Er, I think we'd best turn the ST off for now, don't you reckon? Ed.)

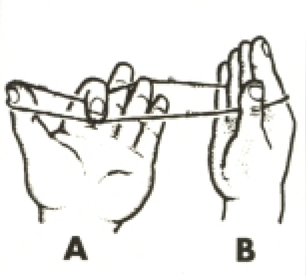
CAT'S CRADLE CORNER
(FUN FOR BOYS AND GIRLS OF ALL AGES)
BY UNCLE NORRIS



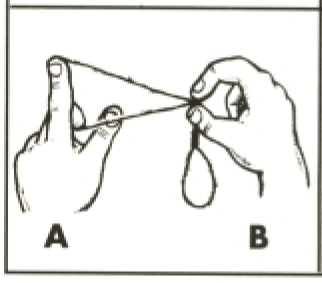
1 Hello, boys and girls. First of all you need a loop of strong string – use your fingers and thumbs to do this.



2 Next be sure to drop your thumb into this position so that this rather interesting pattern is formed.



3 Remember to hold the string steady because now you're ready to switch point 'A' onto finger 'B'.



4 And here we have it. A pretty pattern to show to mummy and daddy. Let them have a go too.

BLACK SHAPE
The Alternative Letters Page

I spend the winter months relaxing in a cardboard box with the *Blue Peter* tortoise, come out as spring rings its merry bells, and what's the first thing I'm confronted by? T'pau back in the charts, that's what. I thought they'd gone forever, but oh no, not T'pau. Like a recurring case of piles, there they are again – forcing you to hop about in agony. Has Carol Decker ever heard of a thing called a 'harmonic scale'? It would appear not. Maybe somebody should take her to one side and have a quiet word. The *Blue Peter* tortoise hates T'pau as well, by the way. It told me quite a lot about the *Blue Peter* presenters as well (it can see up the girls' skirts!). But seeing as I've got months to relate all the anecdotes I won't waste them all in one go – although I will tell you that Carol Keating goes in for 'air conditioning' (if you get my drift).

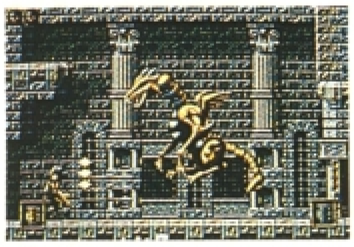
Anyway, onto your letters. Oh – there aren't any. They're all for that snivelling drongoid of an ST. I'll nick one of his then (and just put "Dear Black Shape" at the beginning of it).

Dear Black Shape,
If a piece of string was put around the world's circumference and measured 'x' metres, how long would it have to be if the world was four metres wider?
Pete Laird, Riccarton, Kilmarnock.
●*What kind of a dumb question is that? Who cares anyway? I think I'll just rest up a bit more this month and leave the stupid computer to get on with its own correspondence. Let's have some more sensible letters next month, eh? 'Cos I'm gonna knock that senile ST off his trolley for good.* **Black Shape.**

SPEND SPEND SPEND!!!



ZERO HEROES AT SLASHED PRICES!



1 GODS: Save £7
You'd be bonkers not to get yourself the latest Bitmap Brothers' brawny arcade adventure.
Order No A22 or ST22
Price £17.99



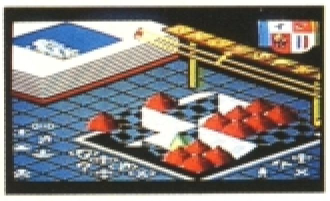
2 BRAT: Save £7
A completely original concept in gameplaying from Mirrorsoft. This kid's the biggest brat born.
Order No A23 or ST23
Price £17.99



3 LINKS: Save £16
Tee off with this fantastic golf game from Access. One of the best golf sims we've seen.
Order No PC 27
Price £24.99



4 EYE OF THE BEHOLDER: Save £11
Official Dungeons And Dragons game from US Gold, very much in the mould of *Dungeon Master*. Keeps you playing for weeks, not days! A game for D&D enthusiasts and sceptics alike.
Order No A26 or PC26
Price £19.99





5 POPULOUS/SIM CITY: Save £10
Two blockbusting hits from Electronic Arts and Infogrames which are a must for any gameplayer's collection. Get this fabulous double act fast – limited collection.
Order No A24, ST24 or PC24
Price £19.99 Amiga and ST, £24.99 PC.



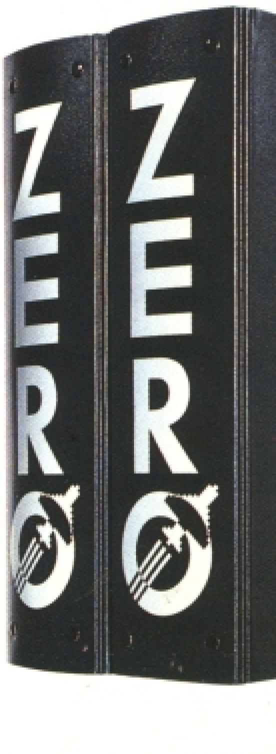
BAG YOURSELF A BARGAIN TODAY!!!
All prices include VAT, post and packing!



6 BACK ISSUES: They're running out fast – get your orders in NOW!

Issue	Feature	Price	Order no
1	FREE disk	£1.95	Z1
3	*Batman* Map	£1.95	Z3
4	*Switchblade* Map	£1.95	Z4
5	*Space Ace* Solution	£1.95	Z5
6	FREE Tips Booklet	£1.95	Z6
7	*F-29 Retaliator* Tips	£2.95*	Z7
8	*Chaos* Tips	£1.95	Z8
9	*Gravity* Tips	£1.95	Z9
10	*Treasure Trap* Tips	£1.95	Z10
11	*Flood* Secret Rooms	£2.95*	Z11
12	*Last Ninja* Solution	£2.95*	Z12
13	*Oppo Stealth* Solution	£2.95*	Z13
14	*Beast II* Solution	£2.95*	Z14
15	*Immortal* Tips	£2.95*	Z15
16	*Cadaver* Solution	£2.95*	Z16
17	*Elvira* solution	£2.95*	Z17
18	*Hero's Quest* Solution	£2.95*	Z18
19	FREE A-Z Cheats Booklet	£2.95	Z19

***Issues with disk**



5 ZERO BINDER: Save £1
It's the biz. If you've got a ZERO collection, then you've got to keep them in tip-top condition with our stylish ZERO Binder.
ORDER NO: 1 BIN
PRICE £3.99

MAIL ORDER COUPON

Please fill in the form using BLOCK CAPITALS and tick the appropriate boxes

ITEM	ORDER No	PRICE

NOTE: When ordering the games, the order letter assigned means format i.e.: A= Amiga and ST= ST etc. Simple innit?

TOTAL No OF ITEMS ORDERED ____________

☐ I enclose a cheque/postal order for £ ________ made payable to **Dennis Publishing Ltd (Z)** or

☐ Please charge my Visa/Mastercard (please delete as appropriate)

Credit card Number

Cardholder's Name ____________

Expiry Date / / Signed ____________

Name ____________

Address ____________

Postcode ____________

To order any of these mind-blowing goodies, fill in the appropriate details and send it with the correct payment to: **ZERO Mail Order, PO Box 320 London N21 2NB.** Overseas readers must add £2.50 to cover postage and pay by Eurocheque in UK pounds sterling.

XS NRG CYBERZINE

Special Reserve

Over 50,000 have joined Special Reserve - the club which offers more with no obligation.

FREE CATALOGUE 0279 600204

HARDWARE PRICES INCLUDE UK MAINLAND CARRIAGE. WE DO NOT SHIP HARDWARE OVERSEAS

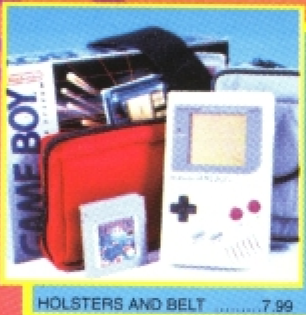
Sega Gamegear 99.99

+ **FREE** Mains Adapter
+ **FREE** Special Reserve membership



COLUMNS ... 16.99
DRAGON CRYSTAL ... 19.99
G-LOC ... 19.99
GOLDEN AXE ... 19.99
MICKEY MOUSE ... 19.99
PSYCHIC WORLD ... 16.99
SHINOBI ... 19.99
SUPER MONACO GP ... 16.99
WONDER BOY ... 16.99
MAINS ADAPTOR ... 14.99

INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED.
Inter-Mediates Ltd. 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG.



HOLSTERS AND BELT ... 7.99

Gameboy + Tetris + batteries 69.99

+ stereo headphones + two player lead
+ **FREE** Special Reserve membership
+ **FREE** Shockware Gameboy holsters

ALLEYWAY ... 16.99
BALLOON KID ... 16.99
BURAI FIGHTER DELUXE ... 16.99
CHESSMASTER ... 16.99
DOUBLE DRAGON ... 16.99
DR. MARIO ... 16.99
GARGOYLES QUEST ... 16.99
GOLF ... 16.99
KING OF THE ZOO ... 16.99
KWIRK ... 16.99
NINTENDO WORLD CUP ... 16.99
QIX ... 16.99
RADAR MISSION ... 16.99
REVENGE OF GATOR ... 16.99
SIDE POCKET ... 16.99
SOLAR STRIKER ... 16.99
SPIDERMAN ... 16.99
SUPER MARIO LAND ... 16.99
TENNIS ... 16.99
WIZARDS AND WARRIORS ... 16.99

AFTERBURNER 2 ... 27.99
ALEX KIDD IN THE ENCHANTED CASTLE ... 24.99
ALTERED BEAST ... 27.99
ARNOLD PALMER TOURNAMENT GOLF ... 27.99
ARROW FLASH ... 27.99
BATTLE SQUADRON ... 31.99
BLOCK OUT ... 31.99
BUDOKAN ... 31.99
CENTURION - DEFENDER OF ROME ... 31.99
COLUMNS ... 24.99
CRACK DOWN ... 27.99
CYBERBALL ... 27.99
DICK TRACY ... 31.99
DYNAMITE DUKE ... 27.99
ESWAT ... 27.99
FAERY TALE ADVENTURE ... 31.99
FORGOTTEN WORLDS ... 27.99
GAIN GROUND ... 27.99
GHOSTBUSTERS ... 27.99
GHOULS N GHOSTS ... 35.99
GOLDEN AXE ... 27.99
HARD BALL ... 28.49
HERZOG ZWEI ... 27.99
ISHIDO ... 24.99
J.B. DOUGLAS BOXING ... 27.99
JAMES POND ... 31.99
JOHN MADDENS (U.S) FOOTBALL ... 31.99
KINGS BOUNTY ... 31.99
LAST BATTLE ... 27.99
MICKEY MOUSE ... 31.99
MIGHT AND MAGIC ... 31.99
MOONWALKER ... 27.99
MYSTIC DEFENDER ... 27.99
ONSLAUGHT ... 28.49
PGA GOLF TOUR ... 31.99
PHANTASY STAR 2 ... 47.99
POPULOUS ... 31.99
RAMBO 3 ... 24.99
REVENGE OF SHINOBI ... 27.99
SHADOW DANCER ... 27.99
SPACE HARRIER 2 ... 27.99
STAR CONTROL ... 28.49
STRIDER ... 35.99
SUPER HANG ON ... 27.99
SUPER LEAGUE BASEBALL 27.99
SUPER MONACO GRAND PRIX ... 27.99
SUPER REAL BASKETBALL 27.99
SUPER THUNDERBLADE ... 27.99
SWORD OF SODAN ... 31.99
SWORD OF VERMILLION ... 35.99
THUNDERFORCE 2 ... 27.99
TRUXTON ... 27.99
TURRICAN ... 28.49
TWIN HAWK ... 27.99
WONDERBOY 3 ... 27.99
WORLD CUP ITALIA 90 ... 24.99
ZANY GOLF ... 31.99
ZOOM ... 24.99

Sega Megadrive 149.99

+ Altered Beast + Joypad
+ **FREE** extra TURBO Joypad
+ **FREE** Special Reserve membership

CHAMP EXPLORER JOYSTICK FOR MEGADRIVE ... 19.99
COMPETITION PRO STAR EXTRA FOR MEGADRIVE ... 15.49
SEGA MEGADRIVE ARCADE POWER STICK ... 34.99
SEGA MEGADRIVE POWER BASE CONVERTER (Allows use of master system Games)) ... 28.49
TURBO (RAPID FIRE) SEGA MEGADRIVE JOYPAD ... 14.99



CDTV Compatible Amiga DiskTitles

AWESOME (WITH T-SHIRT) ... 15.49
BRAT ... 16.99
CHAOS STRIKES BACK ... 16.99
COHORT - FIGHTING FOR ROME ... 19.49
DEFENDER OF THE CROWN ... 7.49
DUNGEON MASTER ... 10.99
ELVIRA - MISTRESS OF THE DARK 20.99
EYE OF THE BEHOLDER(SSI) ... 19.99
GODS ... 16.99
GOLDEN AXE ... 16.99
GRAVITY ... 6.99
IMMORTAL ... 16.99
LEMMINGS ... 16.99
NAM 1965-75 ... 19.49
OBITUS (WITH T-SHIRT) ... 22.99
ROBOCOP 2 ... 16.99
ROCKET RANGER ... 7.49
SPACE QUEST 3 (SIERRA) ... 26.49
SPEEDBALL 2 ... 16.99
TETRIS ... 13.49
TURRICAN 2 ... 15.49
VENUS - THE FLY TRAP ... 8.99



FREE 3.5" Drive with Every CDTV

A CDTV is a home entertainment centre that allows you to:

- Play leisure and educational titles
- Have access to vast libraries of information (up to 550 megabytes per CD)
- Play audio CD's (when linked to stereo)
- Play CDG's (audio CD's with Graphics)

At the heart of a CDTV is a 1 meg Amiga, so Amiga games which work without a keyboard will play on a CDTV when fitted with a 3.5" disk drive - that's why we give the drive FREE. CDTV can be connected to a televison via PAL or SCART. If your TV has SCART/RGB input we recommend our optional SCART lead for enhanced (RGB) picture quality.



599.99 Commodore CDTV

+ Infra Red Remote Control Pad
+ Hutchinsons Encyclopedia + Lemmings CD's
+ **FREE** 3.5" Roctec Disk Drive for Amiga disks
+ **FREE** Special Reserve Membership

CD's for CDTV

A BUN FOR BARNEY ... 34.49
ADVANCED MILITARY SYSTEMS SERIES ... 29.49
ALL DOGS GO TO HEAVEN ... 34.49
AMERICAN HERITAGE DICTIONARY ... 49.49
ANIMATED COLOURING BOOK ... 19.49
BARNEY BEAR GOES TO SCHOOL ... 29.49
BASKETBALL ... 29.49
BATTLESTORM ... 29.49
CASE OF THE CAUTIOUS CONDOR ... 34.49
CINDERELLA ... 39.49
CLASSIC BOARD GAMES ... 34.49
COMPLETE WORKS OF SHAKESPEARE ... 34.49
DEFENDER OF THE CROWN 29.49
DINOSAUR FOR HIRE ... 16.49
DR. WELLMAN ... 54.49
F16 FALCON ... 49.49
FRUITS, VEGETABLES & HERBS ... 34.49
FUN SCHOOL 3 (2-5 YRS) ... 24.49
GARDEN PLANTS ... 34.49
HEATHER HITS HOME ... 39.49
HORSE RACING ... 29.49
HOUND OF THE BASKERVILLES ... 29.49
ILLUSTRATED HOLY BIBLE ... 34.49
INDOOR PLANTS ... 34.49
INDOOR SPORTS ... 29.49
LTV ENGLISH ... 34.49
MANY ROADS TO MURDER 29.49
MIND RUN ... 29.49
MOVING STOMACH ACHE ... 39.49
MUD PUDDLE ... 34.49
MUSIC MAKER ... 34.49
MY PAINT ... 29.49
NINJA HIGHSCHOOL COMIX ... 16.49
OUR HOUSE ... 34.49
PAPER BAG PRINCESS ... 34.49
PSYCHO KILLER ... 29.49
SCARY POEMS FOR ROTTEN KIDS ... 39.49
SHERLOCK HOLMES ... 44.49
SIM CITY ... 29.49
TALE OF BENJAMIN BUNNY ... 39.49
THE NEW BASICS ELECTRIC COOKBOOK ... 39.49
THE TALE OF PETER RABBIT ... 39.49
THOMAS'S SNOWSUIT ... 34.49
TIME TABLE OF BUSINESS POLITICS ... 39.49
TIME TABLE OF SCIENCE & INNOVATION ... 39.49
TREES AND SHRUBS ... 34.49
WOMEN IN MOTION ... 29.49
WORLD VISTA ATLAS ... 54.49
WRATH OF THE DEMON ... 29.49
XENON 2, MEGABLAST ... 29.49

Goldstar 4902 14" TV/Monitor Pal/SCART with Remote.

shown here with a CDTV plus Roctec **199.99**



ROCTEC EXTERNAL STEREO SPEAKERS WITH BUILT-IN AMPLIFIERS FOR CDTV, AMIGA, ST or IBM PC ... 34.99
SCART LEAD for Amiga or CDTV *(Gives monitor quality image on a TV with SCART input)* ... 9.99

Atari Lynx 99.99

+ multi-player lead
+ mains powerpack (essential)
+ **FREE** California Games
+ **FREE** Special Reserve membership



720 DEGREES ... 29.99
APB ... 29.99
BASKETBRAWL ... 29.99
BLOCK OUT ... 29.99
BLUE LIGHTNING ... 12.99
CHEQUERED FLAG ... 29.99
CHIPS CHALLENGE ... 18.99
ELECTRO COP ... 9.99
GATES OF ZENDECON 9.99
GAUNTLET 3 ... 21.99
GRID RUNNER ... 29.99
KLAX ... 19.99
LYNX CASINO ... 29.99
MS PACMAN ... 19.99
NFL SUPER-BOWL ... 29.99
PACLAND ... 29.99
PAPERBOY ... 19.99
PINBALL SHUFFLE ... 29.99
RAMPAGE ... 21.99
ROAD BLASTERS ... 21.99
ROBO SQUASH ... 26.99
RYGAR ... 21.99
S.T.U.N RUNNER ... 29.99
SCRAPYARD DOG ... 29.99
SHANGHAI ... 29.99
SLIMEWORLD ... 18.99
TOURN CYBERBALL 29.99
TURBO SUB ... 29.99
VINDICATORS ... 29.99
WARBIRDS ... 29.99
WORLD CUP SOCCER 29.99
XENEPHOBE ... 19.99
XYBOTS ... 29.99
ZALOR MERCENARY 19.99
LYNX KIT CASE ... 16.99
LYNX POWER UNIT ... 14.99

We only supply members but you can order at the same time as joining

£6.00 Special Reserve membership includes:

NRG bi-monthly magazine, and a full catalogue of offers.
7-Day Sales hot-lines, 0279 600204 seven lines.
Enquiries hot-lines, after-sales service three lines
Fast despatch from stocks of over 40,000 games.
Refunds on request in the event of any delay.
Best Prices and Best Service, over ***50,000 members***

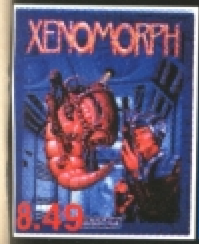
ANNUAL MEMBERSHIP UK £6.00 EEC £8.00 WORLD £10.00



AMIGA or ST



AMIGA, ST or IBM



AMIGA, ST or IBM

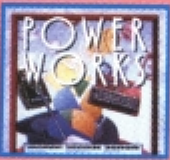
AMIGA A500 SCREEN GEMS 349.99

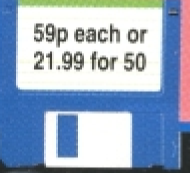
+ **FREE** Special Reserve Membership
+ TV MODULATOR, MOUSE,
BACK TO THE FUTURE 2, DAYS OF THUNDER, BEAST 2, DELUXE PAINT 2 & NIGHTBREED

PHILIPS 8833 MK2 MONITOR
COLOUR STEREO WITH AMIGA LEAD ... 269.99
AMIGA A501 512K RAM UPGRADE
TO 1 MEG. GENUINE ITEM WITH CLOCK ... 79.99
ROCTEC AMIGA RAM UPGRADE
(TO 1 MEG) WITH CLOCK ... 29.99
AMIGA A590 20 MEG HARD DRIVE
(AUTOBOOT WITH KICKSTART, SOCKETS FOR 2 MEG OF RAM, SCSI INTERFACE) ... 269.99
CUMANA EXTERNAL AMIGA DISK DRIVE
CAX354 3.5" 880K FOR A500 OR A2000 ... 79.99
ROCTEC EXTERNAL AMIGA DISK DRIVE
EXTERNAL 3.5" AMIGA DISK DRIVE ... 53.99
CITIZEN SWIFT 9 COLOUR PRINTER ... 199.99
SWIFT COLOUR PRINTER RIBBON ... 14.99
PRINTER LEAD AMIGA OR ST ... 9.99
DUST COVER FOR AMIGA (CLEAR PVC) ... 3.99

POWERWORKS SUITE FOR AMIGA

INCLUDING KIND WORDS 2 WORD PROCESSOR, MAXIPLAN PLUS SPREADSHEET AND INFOFILE DATABASE WITH MAIL MERGE ... 36.49





SONY 3.5"
DS/DD DISK + LABEL
59p or £21.99 for 50

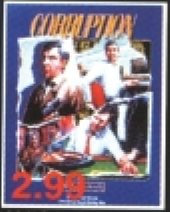


Back row left to right
COMPETITION PRO EXTRA GLO GREEN ... 13.49
QUICKJOY JET FIGHTER JOYSTICK ... 13.99
QUICKSHOT111A TURBO 2 JOYSTICK ... 8.99
QUICKSHOT130F PYTHON JOYSTICK ... 9.99
TURBO BLASTER JOYSTICK ... 9.99
COMPETITION PRO EXTRA GLO RED ... 13.49
Front row left to right
TURBO (RAPID FIRE) JOYPAD ... 14.99
ROCTEC MOUSE FOR AMIGA ... 12.99
QUICKSHOT127 STARFIGHTER REMOTE CONTROLLER + TWO INFA-RED JOYPADS 29.99
QUICKSHOT138F MAVERICK 1 JOYSTICK ... 13.99
Other items not shown
COMPETITION PRO 5000 BLACK ... 10.99
COMPETITION PRO EXTRA COMBAT ... 12.99
COMPETITION PRO EXTRA CLEAR ... 13.49
COMPETITION PRO STAR EXTRA ... 12.99
STINGRAY JOYSTICK FOR AMIGA/ST ... 13.99
TOP STAR JOYSTICK FOR AMIGA/ST ... 19.99
FOUR PLAYER AMIGA/ATARI ST JOYSTICK ADAPTOR (FOR KICK OFF 2 ETC) ... 7.99
MOUSE MAT ... 3.99
NAKSHA MOUSE, BRACKET AND MAT FOR AMIGA OR ST ... 24.99
POPULOUS/FALCON LEAD (NULL MODEM) ... 7.99
3.5" DISK HEAD CLEANER ... 2.99
DISK BOX 3.5" (10 CAPACITY) ... 1.50
DISK BOX 3.5" (40 CAPACITY) LOCKABLE ... 6.99
DISK BOX 3.5" (100 CAPACITY) LOCKABLE ... 9.99

Thousands of Amiga, ST & IBM games at incredible prices



AMIGA or ST



AMIGA, ST or IBM



AMIGA or ST

WE ONLY SUPPLY MEMBERS. NON MEMBERS PLEASE ADD £6.00 FOR ANNUAL MEMBERSHIP.
(PLEASE PRINT IN BLOCK CAPITALS)

Name ____________

Address ____________

____

Postcode ____________ Tel. ____________

Computer ____________ 3.5"/5.25" DELETE ONE

Payable to: **Special Reserve**
P.O. Box 847, Harlow, CM21 9PH

Existing members please enter your Membership No. [ ]

Special Reserve £6 UK, £8 EEC, £10 World

PLEASE ENTER MEMBERSHIP FEE £

Item ____________ £

Item ____________ £

Item ____________ £

Item ____________ £

Software Prices include UK or EEC Postage.
World software orders please add £1.00 per item.
For non-software items such as joysticks or blank disks please add 10% EEC or 25% World for carriage.
Overseas orders must be paid by credit card.

£

ZERO13

Credit card issue/expiry date ____________

CHEQUE/P.O./VISA/ACCESS/MASTERCARD/SWITCH



THEY DESTROYED EVERYTHING HE HAD
ALL THAT HE LOVED
EVERYTHING THAT HE WAS

NOW CRIME HAS A NEW ENEMY
AND JUSTICE HAS A BRAND NEW FACE

DARKMAN

FROM

ocean®

TM & © 1990 UNIVERSAL
CITY STUDIOS, INC,
ALL RIGHTS RESERVED,
LICENSED BY MERCHANDISING
CORPORATION OF AMERICA, INC.

OCEAN SOFTWARE LIMITED . 6 CENTRAL STREET . MANCHESTER M2 5NS . TEL: 061 832 6633 . FAX: 061 83[illegible]0650



...RYTHING HE HAD
...LOVED
...AT HE WAS

...NEW ENEMY
...RAND NEW FACE

...ER M2 5NS . TEL: 061 832 6633 . FAX: 061 83..0650

ISSUE TWENTY-TWO ZERO Rather incredibly, the blue whale's, erm... 'gentleman' can measure up to nine feet! AUGUST 1991

ZER...

GAMES ST AMIGA PC CONS...



Please deliver to:

ZERO

NOTHING BEATS IT!!!

THE WELL CRUCIAL 16-BIT MAGAZINE FOR THE WELL WICKED 16-BIT GAMESPLAYER

2
POSTAGE PAID
MEDWAY
SERIAL 107

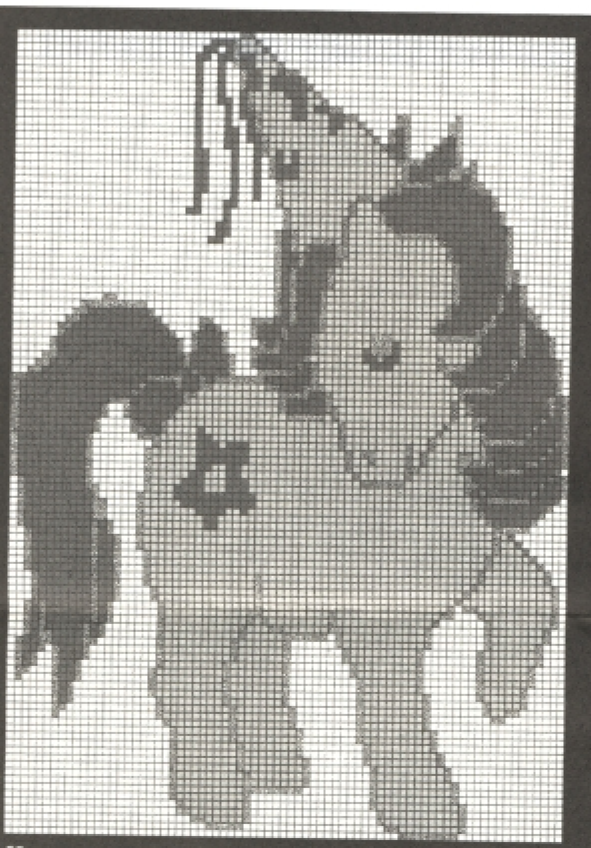
If undelivered please return to:
**ZERO, Dennis Publishing,
14 Rathbone Place,
London W1P 1DE.**

TURN OVER NOW! For the SUB ZERO Club Newsletter



THE SUB ZERO CHRISTMAS CONTEST

Here's our very own Sub ZERO Christmas present to our subscribers. When you've stuffed yourselves with turkey, watched more repeats of *The Little And Large Show* and all hell is breaking loose amongst the relatives over who had the most expensive presents, you can handily produce The Sub ZERO Christmas Contest. Just don't blame us for the ensuing riot.



Your own My Little Pony knitting pattern.

1 **Knitting needles ahoy! Get Aunt Maude to produce all those multi-coloured balls of wool she's been saving for ages. Then see who can finish making the world's most unusual jumper first. We've provided you with a much-prized pattern to make sure you get a head start. If your baby cousins/baby brothers and sisters/babies* are making a racket, then give them a copy of it to deface.**

After two hours of fumbling with her needles, Gran's half-finished Tom Jones jumper has sent her well into slumberland and out of the game. Sis has finally conceded that a techni-colour dreamcoat was perhaps a little ambitious and dad is still desperately grappling with the basics of casting on. Your poor effort looks more like My Little Poncey than anything equine. Ho hum. You decide to opt for a quiz to let dad prove his worth.

2 **What with the approach of 1992 and our entry into Europe (not that we've ever not been in Europe), it's time to test the family's language skills to see how they'll fare with the European invasion. How does father's French, gran's German or sister's Spanish shape up? Ask them these simple questions and find out:**

A Which of the following foreign words does *not* mean potato. Oh, and for some added festive fun you can also try to guess the word's language and country that it originated from.

1. **Kartoffel**
2. **Pomme de terre**
3. **Patrick**
4. **Patata**

(Mum is now in raptures about how much more confident she will feel when visiting foreign greengrocers.)

B At the Barbers. Which one of the following means "Hairspray? What do you think I am, some sort of poof?"

1. **Me gustan mucho los hombres.**
2. **Ich leibe den kopf der Thora Hurd.**
3. **De la laque? Dis-donc pensez-vous que je suis pédé ou quoi?**
4. **Mi faccia un' acconciatura come Barbara Cartlanda.**

(You snigger mischievously as dad opts for question 2.)

C In a traffic jam. Which phrase would not make you popular with our visiting French brothers?

1. **J'aime Sacha Distel.**
2. **Les voitures françaises – nulle points.**
3. **Vive de Gaulle!**
4. **Les anglais détestent le Piat D'or.**

(Thank God Magnus Magnusson wasn't around or you'd have been mortified.)

3 **Better not dwell too long on grey matter questions. Best to put your family's varied talents to better use. Remember that excellent Rex Harrison impersonation your dad used to do? Well, now it's time for your own Bobby Davro Talent Contest. One by one, get the rels up and going. Tom Jones, Bill Beaumont, Ivy Tilsley, Vera Lynn, Edd The Duck, Blakey from *On the Buses*, the possibilities are endless.**

***Delete where applicable**

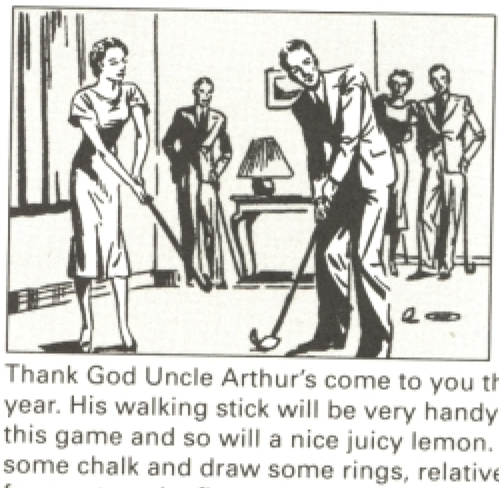
4 But, er... Uncle Cedric won't lay off the sherry and there's a limited amount of amusement to be drawn from Danny La Rue impressions. Right, on with the 'party games'. These should really make your Christmas worthwhile. None of that *Give Us A Clue* Una Stubbs rubbish for our subbers. These games are designed to hold everyone's attention (for at least ten minutes).

SURFACE DIVES



This is one 'bathing game' where you won't get wet. All you need is a magazine – the stiffer the better (oo-er). Stand the mag up on the floor, as above. Each person takes it in turn to stand on one leg, trying to pick it up with his/her teeth without falling over or using his/her hands. Hours of fun for all the family, especially gramps.

LEMON GOLF



Thank God Uncle Arthur's come to you this year. His walking stick will be very handy in this game and so will a nice juicy lemon. Get some chalk and draw some rings, relatively far apart on the floor, to serve as holes. Then see which player can get round them using the fewest strokes. And remember, few things can roll more unexpectedly than a lemon.

Er... that's it. Remember to award points if you want an overall winner. If you have a crap Christmas, then it's totally your own fault. We've helped you on the entertainment front. Have a merry one!

SUB ZERO CLUB



Do you know who's reading this right now? No, no, no – apart from Betty Boo, Gazza and Madonna. Well, we'll tell you – HM herself, that's who. She wrote to us saying how she never misses her Newsletter. With any luck this regal recognition should shower us with enough titles to make even Lord Lakin look a serf. And all because The Sub ZERO Club reaches people other mags cannot touch.



RITA RAEBURN

The No Nonsense Agony Aunt

It's murder, this agony aunt lark. You know I'm constantly on call. You've just no idea what it's like being at the beck and call of the rich and famous. It's enough to drive you mad. As if I haven't got enough on my plate dealing with you lot! Oh, I'd better get on with your bloody letters, I suppose.

HIS CHEATIN' HEART

Dear Rita,
I am afraid I've a rather worrying problem which is becoming very difficult to deal with – I've fallen in love. The trouble is I'll never know if my love is reciprocated. You see the object of my affections is the girl with green hair in *Gem 'X*. And my girlfriend is getting really suspicious as I never want to take her out. Should I come clean with her? Please help me, Rita. I know you can.
Yours hopefully,
Richard Drew, Bolton.

Rita replies: *Well Richard, I sincerely hope that the reason you have fallen for this girl is due to her amazingly coloured hair. However, your love for this unusual creature is actually rather sensible. Think of the advantages. You won't need to spend any money on her, she can't answer you back and you can get rid of her at the touch of a button. Okay, so you may never know the extent of her true feelings, but what's wrong with a little self-deception, eh? Oh, and as for your girlfriend – just give her the push. Less hassle and cheaper to boot.*

CABBAGE PATCH MORON

Dear Rita 'The Vegetable' Raeburn,
I have a problem. Not as bad as your attitude problem, but a problem none the less. You see the thing is, my cucumber's gone all droopy. Knowing that you are a conneseur of vegetables, I knew you could cure this limpness. One day it was nestled happily among a bush of brocilli and two brussel sprouts, the next it just flopped pathetically. Please help me.
Tom 'Of Stunted Height' Fox,
Muswell Hill, London.
P.S. It was actually my neighbour's cucumber (honest).

Rita replies: *Well Tom, when I said no more letters about vegetables, I meant NO MORE LETTERS ABOUT VEGETABLES (PARTICULARLY MISSPELT ONES FROM SHORT PEOPLE). So I'm sending the boys round.*

Don't let Rita lose her self-control. She needs your support, so write to her at the usual address and if your letter gets printed, you'll win a prize.



SUDBOX

This month we have a very pressing problem aired on the Sub ZERO Sudbox by Daniel Pemberton from Surrey. So remember – get those grievances out before you need therapy by writing to Sudbox. And if your letter gets printed, you'll win a prize.

Dear Mussel,
I tell you what's really been bugging me recently – the sudden price rise in a jar of Horlicks. I can remember when it used to be only £1.69, but now it's gone up five pence. It's a disgrace, thinking that that extra cuppa at bedtime might have to be stopped. Anyone who agrees with me please write to ZERO, who will forward the addresses to me. Hopefully we can force the government into lowering the price.
Yours,
Daniel 'In A Word: Annoyed' Pemberton, East Mosely.

Bernard Mussel comments: Ah, the country's in a sorry state of affairs when one is pushed into abandoning one's bedtime cuppa. I have it on good authority that Mr Horlicks himself subscribes to the Newsletter to keep him in touch with reality, so well done in bringing this matter to his attention. As for the government, it can't even handle legislation on ruddy dogs, let alone price reductions. But do not despair, Daniel, for I have a handy tip. All you need is a small packet of Maltesers. Open the packet and peel the chocolate off the Maltesers. Then take a handful of the little lovelies and put them in a pan with some boiling milk. Once they've melted, you'll have a steaming cup of Horlicks – after all, everyone knows that Horlicks is but a handful of naked, molten Maltesers.

SUBBERS' SHANDY

For those of you who are too feeble to complete any game without help. And if you still can't manage it after this, you might as well flog your computer and go down the pub.

METAL MUTANT

To get to the desired level in Silmaril's clash of the tin cans, press Alt, Control and 'T' simultaneously followed by Alt, Control and 'Y' simultaneously. Then type in the screen you want to access, press Return and hey presto! You'll appear there!

VIZ

First hold your nose and then type in 'NICE ONE JOHNNY' for infinite lives. Alternatively, to access the levels you want, when the 'choose your character' screen appears type in 'WHAT A LARGE SET OF BOLLOCKS' (the screen will flash). Now 1-5 propels you to appropriate level.

Now it's your go. Send us some hot new cheats for the fave games you're currently playing and, if your cheat gets printed, you'll win a prize!

SPINEY SPINEY Yet another brilliant spine fact on the mag from Anthony Holmes in Bracknell, Berkshire whose insight into the sexual prowess of the blue whale fully deserves a prize.

Please deliver to:

ZERO

NOTHING BEATS IT!!!

THE WELL CRUCIAL 16-BIT MAGAZINE FOR THE WELL WICKED 16-BIT GAMESPLAYER

2
POSTAGE PAID
MEDWAY
SERIAL 107

If undelivered please return to:
ZERO, Dennis Publishing,
14 Rathbone Place,
London W1P 1DE.

TURN OVER NOW! For the SUB ZERO Club Newsletter